NINTENDO POWER

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POKéMON

CRYSTAL VERSION

THE OFFICIAL Nintendo PLAYER'S GUIDE

COMPLETE WALK-THROUGH AND POKéDEX FOR CRYSTAL, GOLD AND SILVER VERSIONS

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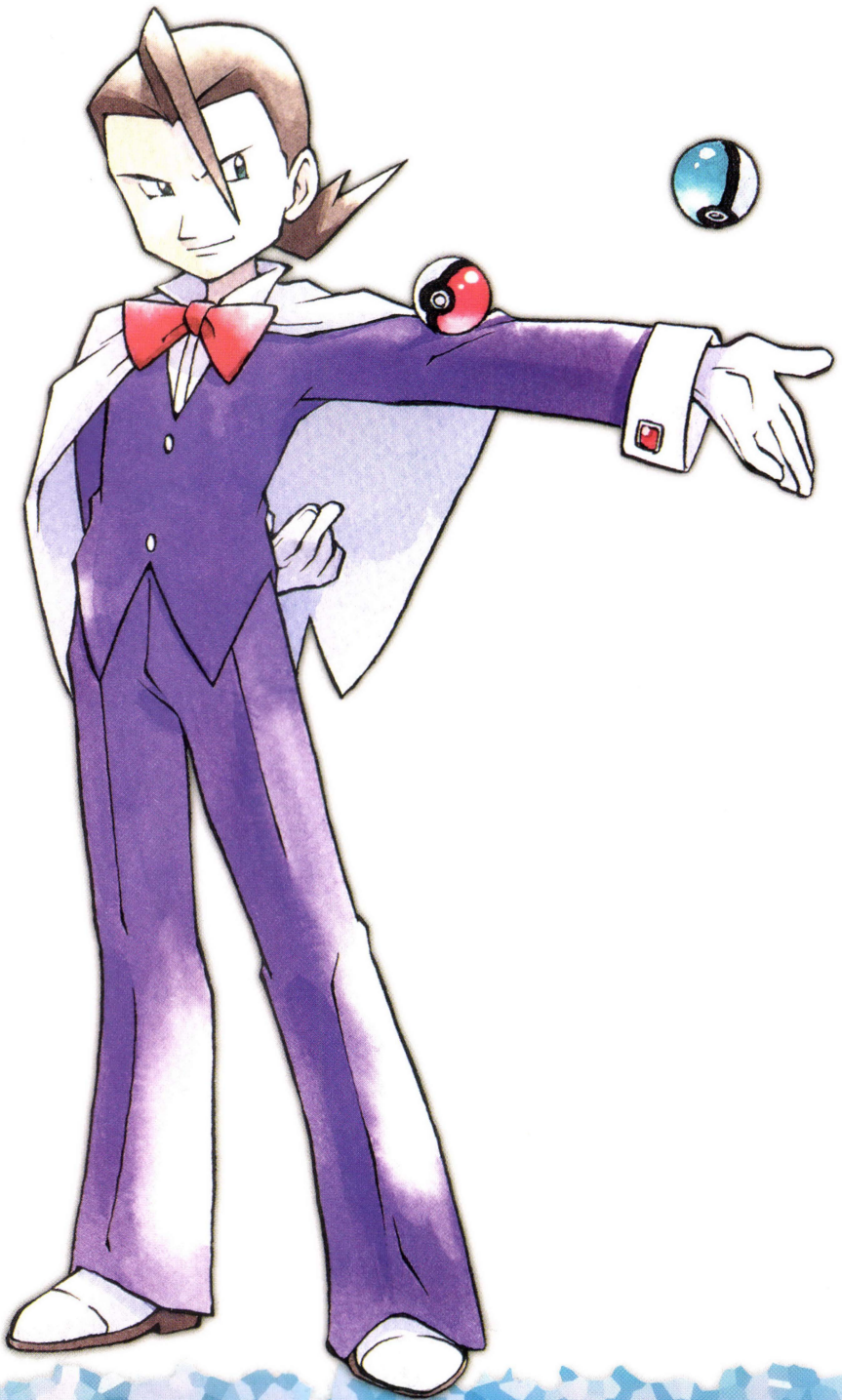
GEAR UP FOR ADVENTURE

To catch 'em all in Pokémon Crystal Version, you'll need supereffective strategies. With the inside info, critical stats and detailed maps that only the elite Trainers at Nintendo Power could supply, the secrets to becoming a Pokémon Master will become crystal clear.



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POKÉMON®

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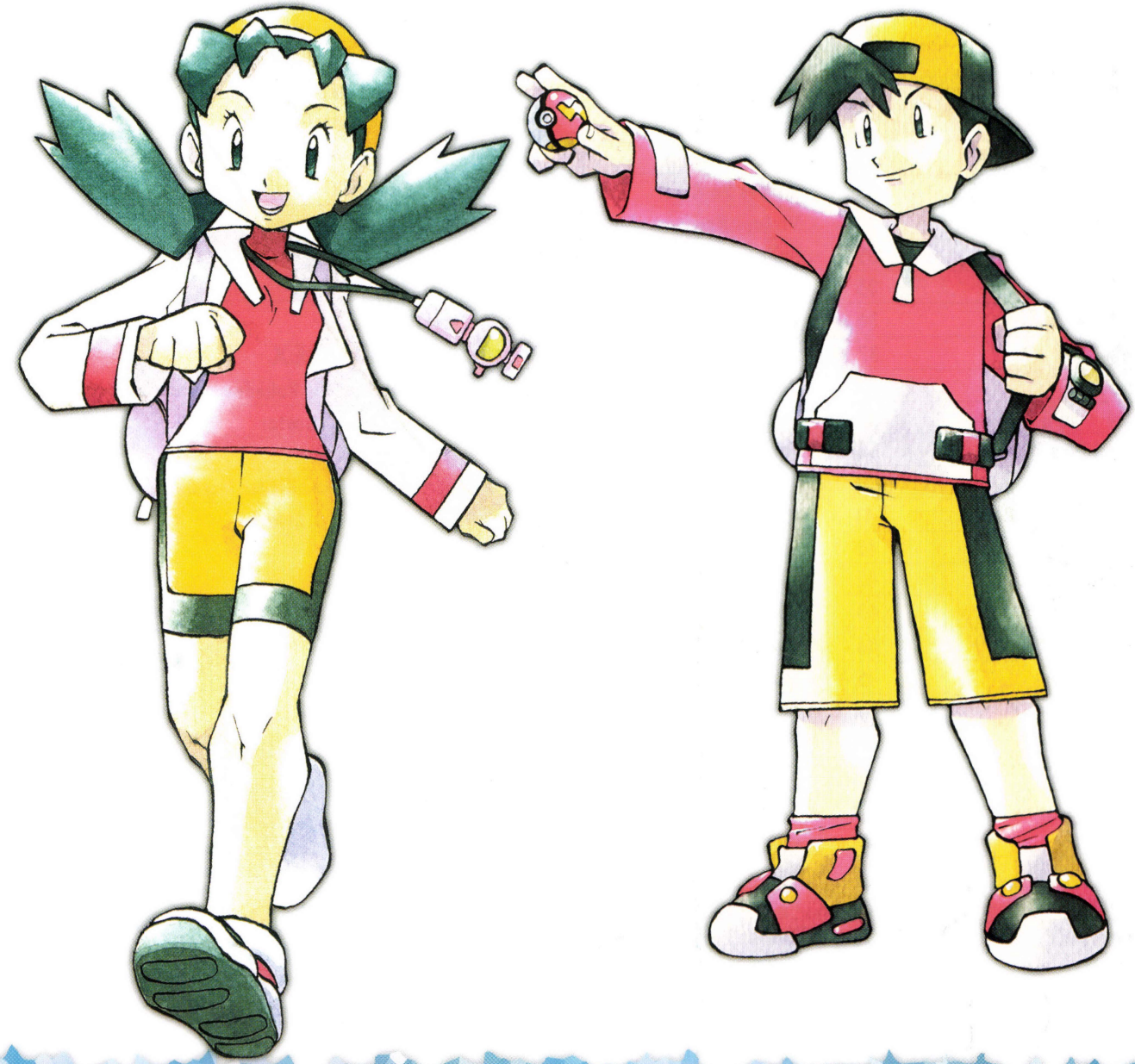

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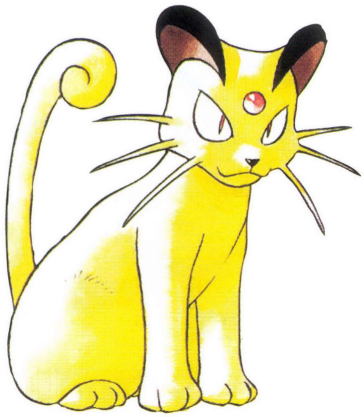

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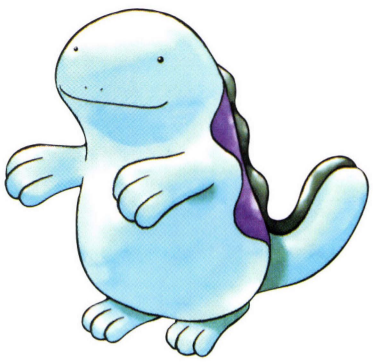

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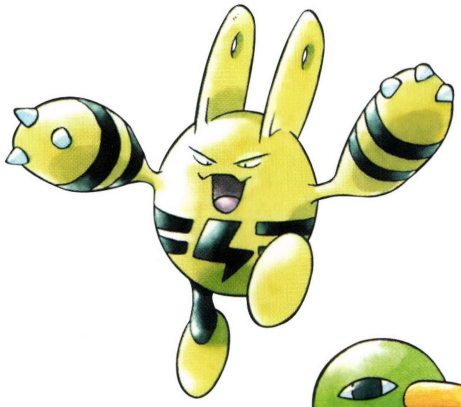

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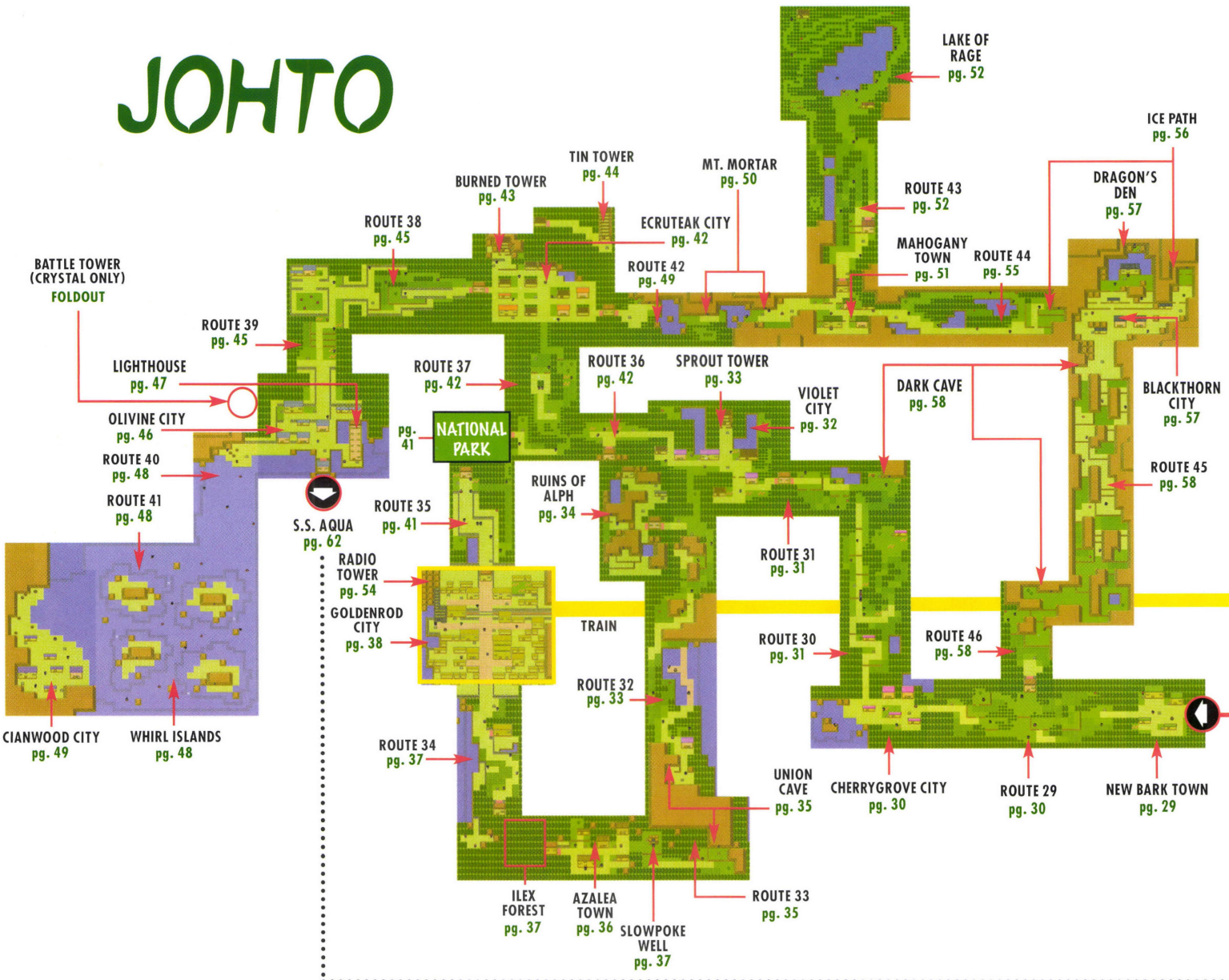
World Map

Your Pokémon adventure begins in New Bark Town, located in the new world of Johto. Pokémon Crystal, Gold and Silver also feature the world of Kanto, which originally appeared in Pokémon Red, Blue and Yellow. To reach parts of Kanto, you must Surf to Route 26, ride the S.S. Aqua or take the train from Goldenrod City.



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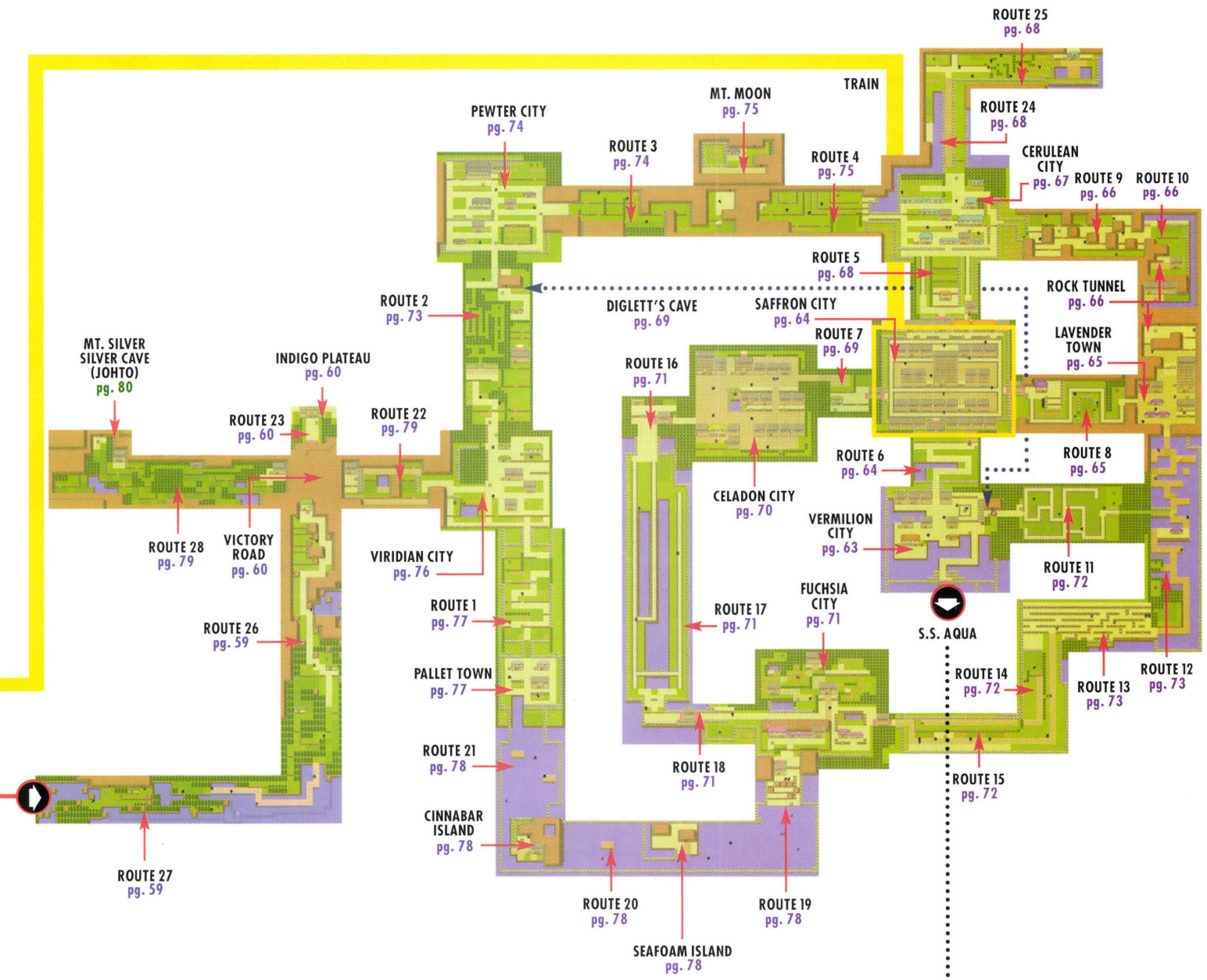
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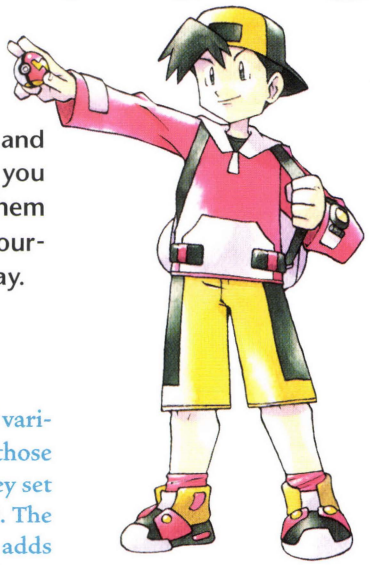
Rise of the Pokémaster

The life of a Trainer is an adventure filled with battles, travels and discoveries. You'll need to depend on your Pokémon to see you through the many challenges you'll face, so learn to use them wisely. Though you may not know much when you begin the journey, you can look to friends to teach you lessons along the way.

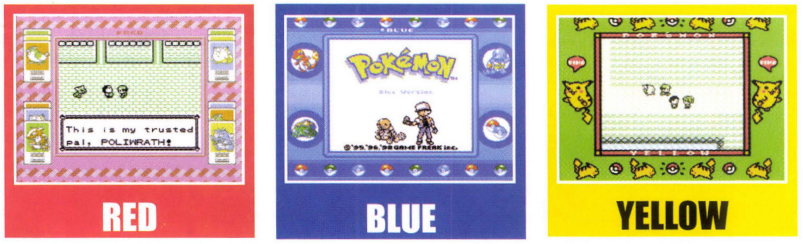


HERO

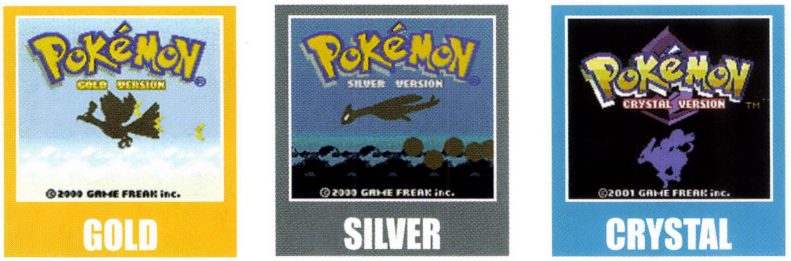
Red has already made a name for himself by the time Gold and Silver begin, so you'll have to step into the shoes of another promising—but untested—Trainer. It's up to you to prove his greatness.

COMING IN CRYSTAL CLEAR

The three initial versions of Pokémon—Red, Blue and Yellow—offered variations of the same exciting adventure set in the land of Kanto. After those games came Gold and Silver, which introduced a new Pokémon journey set in the land of Johto (as well as featuring a shorter Kanto adventure). The latest Pokémon game, Crystal, is a variation of Gold and Silver, and it adds some new twists to the Johto journey, such as new item locations. If a tip appears in blue, the info relates to the Crystal version only. All other tips apply to all three Johto games—Gold, Silver and Crystal.



Designed to be played on the original Game Boy and Super Game Boy systems, the first three versions of Pokémon started the craze to catch 'em all.



Gold and Silver follow up the adventure in Red, Blue and Yellow with a new, full-color Pokémon journey populated by new Pokémon. Even experienced Trainers will find plenty of surprises and challenges.

Crystal is a variation of Gold and Silver. Some parts are all new, such as the Battle Tower. Crystal is for Game Boy Color only.

NEW HEROINE

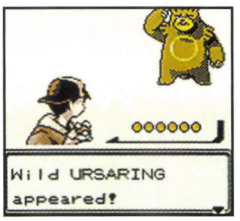
A new Trainer is leaving New Bark Town to become a Pokémon Master. She's ready to catch 'em all, and you can journey through the Crystal version as the new heroine or as the boy hero from Gold and Silver.

RIVAL

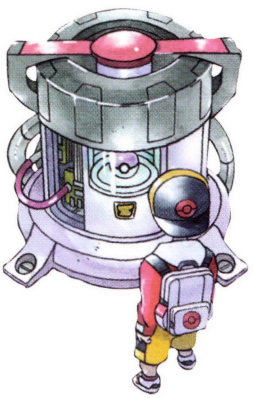
What is this guy's problem? If you ask him, the problem is YOU. It's usually best to avoid people like him, but the game doesn't give you the option. Settle your conflicts using Pokémon.

PRECIOUS PAKS

Gold, Silver and Crystal sport a slew of Pokémon you won't see in Red, Blue and Yellow. You'll find the unique creatures scattered among the more familiar Pokémon as you make your way from battle to battle. Try your hand at new attacks and witness surprising evolutions while filling your Pokédex with the latest discoveries. Along with the advances in Pokémon studies comes technological innovation. Ever since Red, Blue and Yellow first appeared, scientists have been hard at work concocting new inventions—like the multipurpose Pokégear your character wears—and improving old ones to help you collect and maintain your Pokémon.



Dozens of Pokémon that don't appear in Red, Blue and Yellow pop up in Gold, Silver and Crystal, so you'll have plenty of reasons to take up the Poké Ball again.



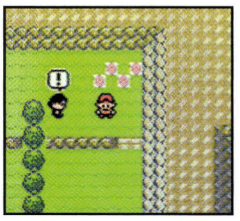
Once you've earned the right to use them, you'll be able to use the Time Capsules in Gold, Silver and Crystal to trade Pokémon with the Red, Blue and Yellow versions.

BATTLE YOUR WAY TO THE CHAMPIONSHIP

Until you start building up your Pokémon and winning battles, you're just one more ambitious Trainer in a world filled with like-minded enthusiasts. The other Trainers you'll meet will be happy to test your skills for small wagers and, sometimes, major prizes like Hidden Machines (HM). The battles will get tougher as you progress from town to town.

It takes more than skill to be a successful Pokémon Trainer. You'll need supplies. Stop by the Pokémon Mart to pick up Poké Balls and other goodies.

Stay sharp when you wander into new towns—there may be interesting challenges ahead. Seek out Gyms and other Trainer haunts.

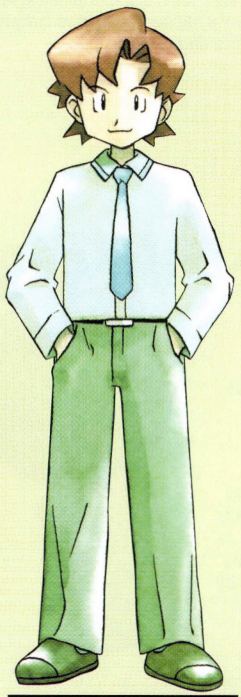


Many of the people you'll meet just want to talk. Others want to do battle. You'll recognize the latter by the exclamation points that appear above their heads.

Even powerful Pokémon need first aid now and then. Take them to the Pokémon Center, where friendly attendants will administer the required TLC.

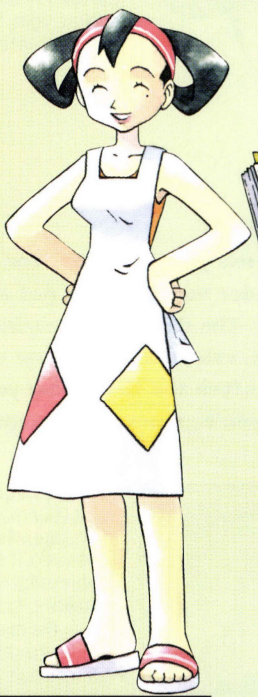
SUPPORT GROUP

BILL



You may remember Bill from Red, Blue and Yellow, but you might not have realized his major contributions to the world of Pokémon. His research made it possible to store Pokémon electronically.

MOM

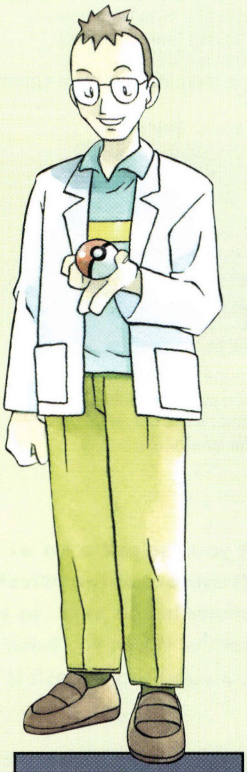


Not only does Mom provide you with the moral support every Trainer needs, she helps you save money and buys you stuff. When you win money, send some to the First Bank of Mom.

PROF. OAK

Widely regarded as the preeminent expert on Pokémon, Professor Oak's consulting services are in high demand in Gold and Silver. He'll give you an important gift when you first meet him.

PROF. ELM



If Oak is the legendary master of Pokémon research, then Professor Elm is its rising star. It's lucky for you that his lab is right down the street from your house. Stop by when you start your adventure.

KURT

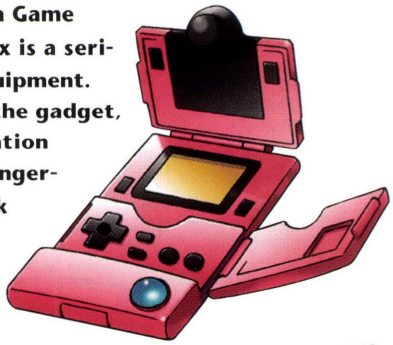
A short guy with a short name, Kurt is a renowned Poké Ball craftsman. Bring him your Apricorns so he can transform them into special balls for capturing particular Pokémon.

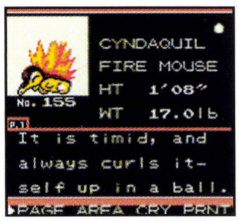
TRAINING TRENDS

Gold, Silver and Crystal offer a variety of ways to collect and take care of Pokémon. Time plays a much more important role in the three games, and you'll need to embrace some new technologies and discoveries to get the most out of your adventure.

Pokédex

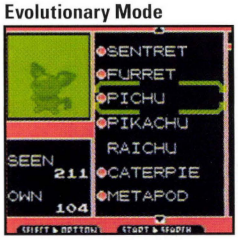
It looks an awful lot like a Game Boy Color, but the Pokédex is a serious piece of scientific equipment. Like the older version of the gadget, it puts important information about Pokémon at your fingertips, plus it has a new look and new features.



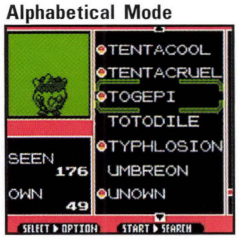


Pokémon are added to the Pokédex automatically when you have contact with them. Once you capture a particular Pokémon, you'll get more detailed information.

Evolutionary Mode



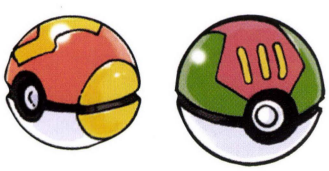
Alphabetical Mode



The default display mode in the Pokédex shows the proper evolutionary order of Pokémon when new evolutionary species, like Pichu, are added to the list. You can also view them in numerical order or alphabetically.

Pack

It doesn't look very big, but you can put a lot of items into your backpack. Found items are automatically put into their proper compartments in the pack, so you can access them easily during battle. When you have more than one of a specific item, a number beneath it indicates how many you have.

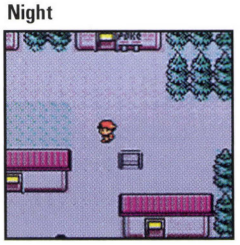


New Day Rising

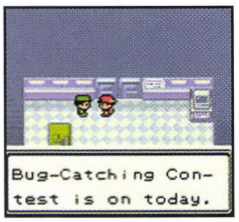
The world keeps turning in Pokémon Gold, Silver and Crystal even when you aren't playing the game. If you save your game in the daytime then continue it at night, you'll be standing in the same place but it will be dark outside.

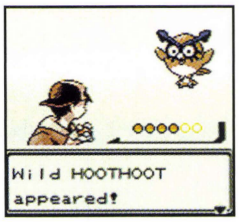
Day

Night



When you enter the time and date at the beginning of the game, you'll start a cycle of days, nights and weeks that will continue as you play the game.

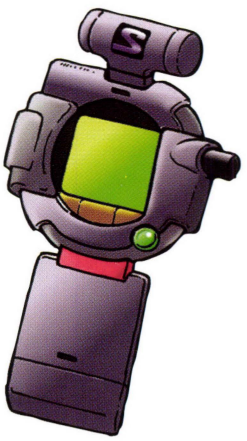




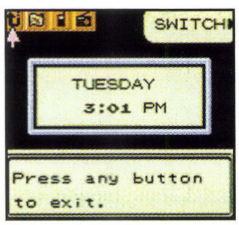
Certain Pokémon, like Hoothoot, are found in the wild only at night. Some events happen even less frequently, so pay attention to the day of the week.

Pokégear

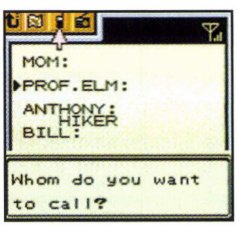
After you use your Pokégear for a while, you'll wonder how you ever got along without it. The device is a combination map, clock, calendar, cell phone and radio. It's often the first thing you reach for when you're stuck in the game.



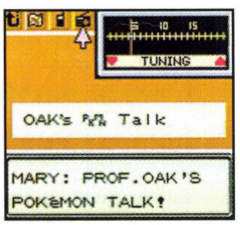
It's always a good idea to check your map when you aren't sure where to go or what to do. It shows your position relative to nearby landmarks. You can also access the map in the Pokédex to show Pokémon habitats.



If you set up your game clock correctly, the day and time in the game should be the same as reality. It's good to know you can check, however.



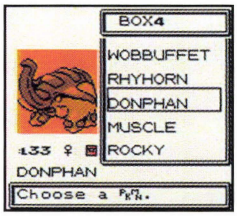
You won't have to remember phone numbers when you use the Pokégear's phone. Important people are listed on speed dial.



The radio is an optional feature of the Pokégear that you'll eventually earn. You'll find the subject matter compelling, even if you hate talk radio.

Pokémon Center

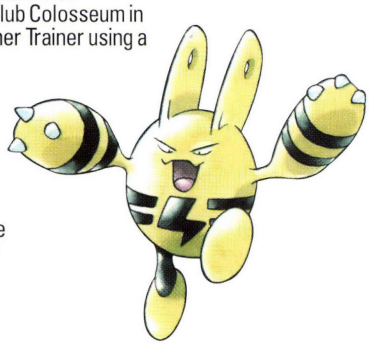
Most towns have Pokémon Centers that service your Pokémon needs. In addition to healing what ails your embattled creatures, the center also offers free storage, a Trade Center and a Colosseum.



You can carry up to six Pokémon with you at a time. When you have a full load, captured Pokémon are automatically put in storage. Find a Pokémon Center PC to retrieve or deposit them.

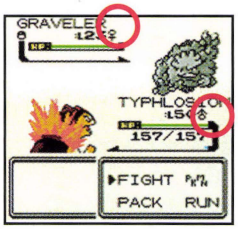
If you need to settle a dispute or you just want to engage in a friendly sparring match, step up to the Cable Club Colosseum (Pokémon Club Colosseum in Crystal) to battle another Trainer using a Game Link Cable.

If you want to trade Pokémon with another Trainer, hook up a Game Link Cable to his or her Game Boy then go to the Cable Club Trade Center (Gold and Silver) or the Pokémon Club Trade Center (Crystal).

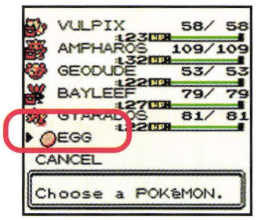


Pokémon Egg

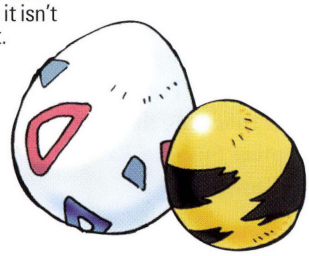
Pokémon researchers have uncovered exciting news about Pokémon reproduction. Pokémon eggs have been discovered in the wild, and it's starting to look like the unhatched creatures are produced by interaction between Pokémon.

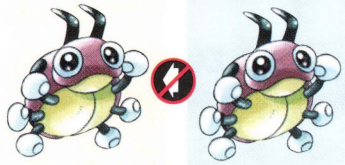


You'll notice during battle that most Pokémon have a gender symbol beside their name. Although most Pokémon are either male or female, some, such as Ditto, have no designation.



Anyone familiar with the Pokémon television series shouldn't be surprised that Togepi hatches from an egg, but it isn't an exceptional feat.



RED, BLUE, YELLOW	GOLD, SILVER CRYSTAL	
		✔ YES Any Pokémon found in Red, Blue or Yellow can be transferred to Gold, Silver or Crystal.
		✔ YES Any of the original 151 Pokémon can be transferred from Gold, Silver or Crystal to Red, Blue or Yellow.
		✖ NO None of the new Pokémon found in Gold, Silver or Crystal can be transferred to Red, Blue or Yellow.
	NEW ABILITY	✖ NO None of the original 151 Pokémon with new abilities learned in Gold, Silver or Crystal can be transferred to Red, Blue or Yellow.

Mystery Gift

After a girl in the Goldenrod City department store reveals the Mystery Gift function to you, it will appear on your game's Start menu. Find another Trainer then beam cool stuff to each other through your Game Boy Color's IR ports.

Pokémon Pikachu

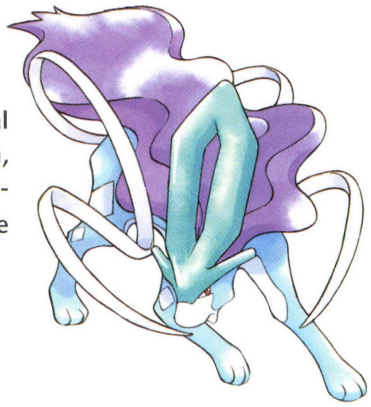
Pokémon Pikachu players also have many gifts to share. Use the Mystery Gift function to beam items from Pokémon Pikachu to Gold, Silver or Crystal.

Pokédex Prints

If you want to keep a paper record of all the entries in your Pokédex, select the Print function on the bottom menu to print them using the Game Boy Printer.

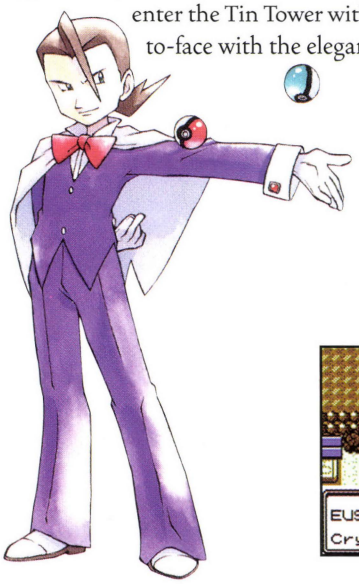
Crystal Exclusive

While many of the features and story situations in Pokémon Crystal Version are identical to those in Pokémon Gold Version and Silver Version, there are some great new additions that are exclusive to the latest incarnation of the game. They include new characters, new items and some changes in Pokémon powers.



SECRETS OF SUICUNE REVEALED

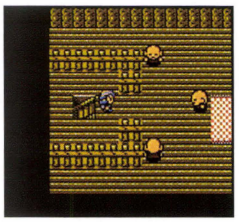
Suicune charges to the forefront of Pokémon Crystal. While you might be hard-pressed to capture Suicune in Pokémon Gold or Silver, you'll have the ultimate opportunity to add the Pokémon to your party in Pokémon Crystal. When you enter the Tin Tower with the new Clear Bell, you'll find yourself face-to-face with the elegant and elusive creature.



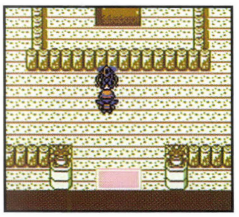
EUSINE

Before you find Suicune in the Tin Tower, you'll meet Suicune fanatic Eusine several times. The purple-clad Pokémon Trainer will even challenge you to a battle in Cianwood City.

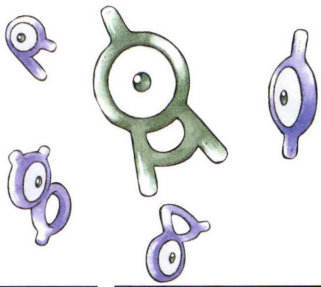
Pokémon Trainer Eusine is exclusive to Pokémon Crystal. He'll provide you with information about his favorite subject, Suicune.



As you make your way to the Tin Tower, in possession of the Clear Bell, you'll face off with the Wise Trio, guardians of Suicune.

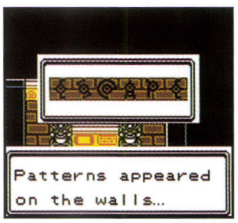


Once inside the Tin Tower, you'll meet Suicune. That's the perfect opportunity to add the rare Pokémon to your collection.



UNOWN MYSTERY IN THE RUINS OF ALPH

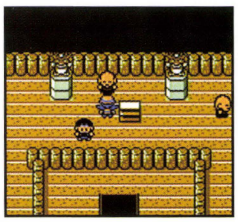
The 26 varieties of Unown, found in the Ruins of Alph, each represent a letter of the alphabet. In Pokémon Crystal, images of the Unown spell out messages on the walls behind the sliding puzzles. The messages are clues to help you open four hidden passages in the walls. Each hidden passage is filled with four items, such as Mystic Water and Iron. Beneath each hidden passage is a message about the mysterious Unown.



Clues on the walls in the Ruins of Alph offer information that will lead to your discovery of four item-packed passages.

RAINBOW WING VARIATIONS

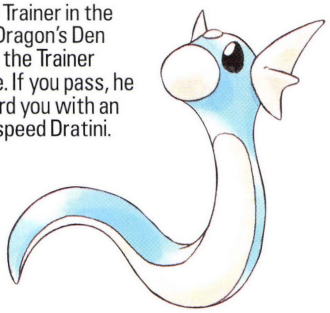
The Rainbow Wing is your key to finding Ho-oh in the Tin Tower. In Pokémon Gold, you get the item from the Station Manager in Goldenrod City. In Pokémon Silver, you can get it from the old man in Pewter City. The Pokémon Crystal method of collecting the Rainbow Wing requires that you capture Suicune, Raikou and Entei then return to the Tin Tower.



OLD LOCATION, NEW CHALLENGE

In Pokémon Gold and Silver, Blackthorn City Gym Leader Clair asks you to enter the Dragon's Den to retrieve the Dragon's Fang. In Pokémon Crystal, Clair sends you to that cave across the water to take the Trainer Challenge. There, you will answer questions about your knowledge of Pokémon and gain the respect of a master Pokémon Trainer.

The wise Trainer in the heart of Dragon's Den will offer the Trainer Challenge. If you pass, he will reward you with an Extremespeed Dratini.



RADIO REWARDS

A new radio show, transmitting from the Goldenrod City Radio Tower from 6 p.m. to 12 a.m., offers a chance to earn many useful items. Buena, the host of the show, sends out a password on every nightly broadcast. When you visit Buena on the second floor of the Radio Tower and give her the password, she'll give you credit that you can redeem for valuable prizes.

A new radio show broadcasts from the Goldenrod City Radio Tower every evening. If you take note of the show's password, you can earn prizes.

TELEPHONE TIPS FROM TRAINERS

The Pokémon Trainers that you meet on the road will offer to keep in contact with you by telephone. Often, they will call to keep you informed about their progress in Pokémon training. In Pokémon Crystal, some new Trainers whom you have on your phone list will also occasionally offer items such as a Water Stone or a Fire Stone.

After you battle Trainers on the road, you can register their phone numbers to keep in contact with them.

SEE THE SEER

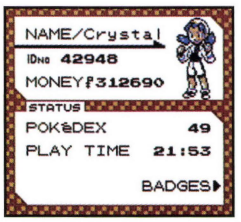
A woman who lives at the northern tip of Cianwood City offers information about all of the Pokémon in your party that you've found in Pokémon Crystal. The Poké Seer will tell you where and when you caught each Pokémon and how well you have cared for it.

TRAIN WITH THE TUTOR

Once you've defeated the Elite Four, the Move Tutor will appear near the entrance to the game center at Goldenrod City on Wednesdays and Saturdays. He will offer to teach one of your Pokémon Flamethrower, Thunderbolt or Ice Beam in exchange for 4,000 game coins.

CHOOSE YOUR TRAINER

A new player-controlled Pokémon Trainer makes her debut in Pokémon Crystal. In Pokémon Gold and Silver, the Trainer whom you guide through the game is a boy. In Crystal, you can choose between the boy Trainer and the girl Trainer.

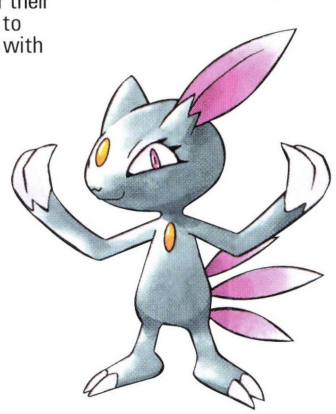


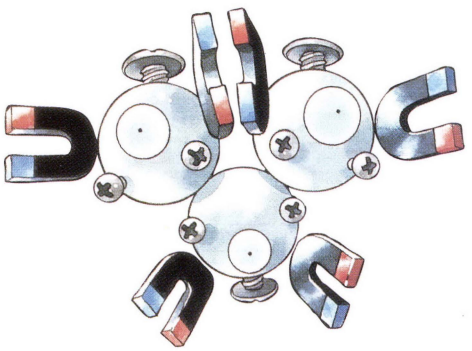
SAME POKéMON, DIFFERENT MOVES

More than a dozen of the Pokémon that you can collect in Pokémon Crystal learn moves that they can't learn in Pokémon Gold or Silver. Suicune, for example, can learn two moves that it is unable to learn in other versions. See pages 12 and 13 for a complete list.

ODD EGG

The man in the Pokémon Daycare on Route 34 will give you the Odd Egg the first time you speak to him. It will hatch into a Smoochum, Elekid, Magby, Pichu, Cleffa or Igglybuff that knows the move Dizzy Punch.



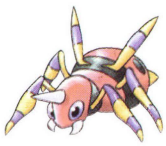


New Abilities in Crystal

Fifteen Pokémon can learn new moves in Crystal, sometimes instead of the move they would have learned at the same level in Gold and Silver.

#167 SPINARAK

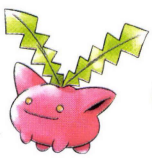
#168 ARIADOS



LEVEL-UP ABILITIES

ATTACK	TYPE	#167	#168
POISON STING	PSN	-	-
STRING SHOT	BUG	-	-
SCARY FACE	NRM	6	6
CONSTRICT	NRM	11	11
NIGHT SHADE	GHO	17	17
LEECH LIFE	BUG	23	25
FURY SWIPES	NRM	30	34
SPIDER WEB	BUG	37	43
SCREECH (G&S)	NRM	45	53
AGILITY (C)	PSY	45	53
PSYCHIC	PSY	53	63

#187 HOPPIP



#188 SKIPLOOM

#189 JUMPLUFF

LEVEL-UP ABILITIES

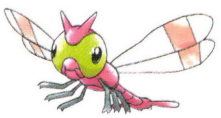
ATTACK	TYPE	#187	#188	#189
SPLASH	NRM	-	-	-
SYNTHESIS (G&S)	GRS	-	-	-
SYNTHESIS (C)	GRS	5	5	5
TAIL WHIP	NRM	5	5	5
TACKLE	NRM	10	10	10
POISONPOWDER	PSN	13	13	13
STUN SPORE	GRS	15	15	15
SLEEP POWDER	GRS	17	17	17
LEECH SEED	GRS	20	22	22
COTTON SPORE	GRS	25	29	33
MEGA DRAIN	GRS	30	36	44

#91 CLOYSTER

LEVEL-UP ABILITIES

ATTACK	TYPE	#91
WITHDRAW	WTR	-
SUPERSONIC	NRM	-
AURORA BEAM	ICE	-
PROTECT	NRM	-
SPIKES (C)	GRD	33
SPIKE CANNON	NRM	41

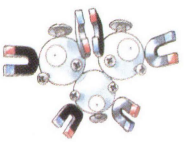
#193 YANMA



LEVEL-UP ABILITIES

ATTACK	TYPE	#193
TACKLE	NRM	-
FORESIGHT	NRM	-
QUICK ATTACK	NRM	7
DOUBLE TEAM	NRM	13
SONICBOOM	NRM	19
DETECT	FTG	25
SUPERSONIC	NRM	31
SWIFT (G&S)	NRM	37
WING ATTACK (C)	FLY	37
SCREECH	NRM	43

#82 MAGNETON



LEVEL-UP ABILITIES

ATTACK	TYPE	#82
TACKLE	NRM	-
THUNDERSHOCK	ELC	6
SUPERSONIC	NRM	11
SONICBOOM	NRM	16
THUNDER WAVE	ELC	21
LOCK-ON	NRM	27
SWIFT (G&S)	NRM	35
TRI ATTACK (C)	NRM	35
SCREECH	NRM	43
ZAP CANNON	ELC	53

#51 DUGTRIO

LEVEL-UP ABILITIES

ATTACK	TYPE	#51
TRI ATTACK (C)	NRM	-
SCRATCH	NRM	-
GROWL	NRM	5
MAGNITUDE	GRD	9
DIG	GRD	17
SAND-ATTACK	GRD	25
SLASH	NRM	37
EARTHQUAKE	GRD	49
FISSURE	GRD	61

#211 QWILFISH

LEVEL-UP ABILITIES

ATTACK	TYPE	#211
SPIKES (C)	GRD	-
TACKLE	NRM	-
POISON STING	PSN	-
HARDEN	NRM	10
MINIMIZE	NRM	10
WATER GUN	WTR	19
PIN MISSILE	BUG	28
TAKE DOWN	NRM	37
HYDRO PUMP	WTR	46

#133 EEVEE

LEVEL-UP ABILITIES

ATTACK	TYPE	#133
TACKLE	NRM	-
TAIL WHIP	NRM	-
SAND-ATTACK	GRD	8
GROWL	NRM	16
QUICK ATTACK	NRM	23
BITE	DRK	30
FOCUS ENERGY (G&S)	NRM	36
BATON PASS (C)	NRM	36
TAKE DOWN	NRM	42

#220 SWINUB

#221 PILOSWINE

LEVEL-UP ABILITIES

ATTACK	TYPE	#220	#221
TACKLE	NRM	-	
HORN ATTACK	NRM		-
POWDER SNOW	ICE	10	10
ENDURE	NRM	19	19
TAKE DOWN	NRM	28	28
FURY ATTACK	NRM		33
MIST	ICE	37	42
BLIZZARD	ICE	46	56
AMNESIA (C)	PSY	55	70

#215 SNEASEL

LEVEL-UP ABILITIES

ATTACK	TYPE	#215
SCRATCH	NRM	-
LEER	NRM	-
QUICK ATTACK	NRM	9
SCREECH	NRM	17
FAINT ATTACK	DRK	25
FURY SWIPES	NRM	33
AGILITY	PSY	41
SLASH	NRM	49
BEAT UP	DRK	57
METAL CLAW (C)	STL	65

#245 SUICUNE

LEVEL-UP ABILITIES

ATTACK	TYPE	#245
BITE	DRK	-
LEER	NRM	-
WATER GUN (G&S)	WTR	11
BUBBLEBEAM (C)	WTR	11
ROAR (G&S)	NRM	21
RAIN DANCE (C)	WTR	21
GUST	FLY	31
BUBBLEBEAM (G&S)	WTR	41
AURORA BEAM (C)	ICE	41
MIST	ICE	51
MIRROR COAT	PSY	61
HYDRO PUMP	WTR	71

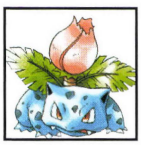
Pokémon Not in Crystal

As with Gold and Silver, there are a handful of Pokémon that you can't catch in Crystal. If you want to catch 'em all, you'll have to trade some Pokémon from other versions of the game. There are also two Pokémon that can't be caught in any version of the game. They must be given to you by Nintendo, which makes them very rare.

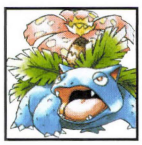
TRANSFER FROM RED, BLUE OR YELLOW

BULBASAUR

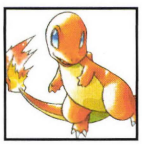
IVYSAUR



VENUSAUR

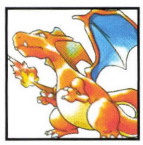


CHARMANDER

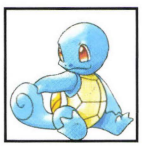


CHARMELEON

CHARIZARD

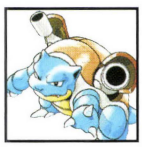


SQUIRTLE

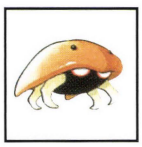


WARTORTLE

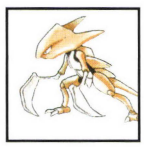
BLASTOISE



KABUTO



KABUTOPS



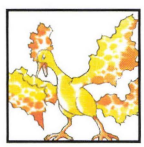
OMANYTE

OMASTAR

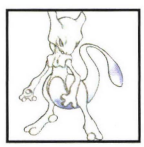
ARTICUNO

ZAPDOS

MOLTRES



MEWTWO

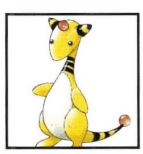


TRANSFER FROM GOLD OR SILVER

MAREEP

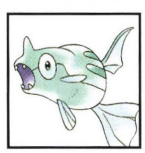
FLAAFFY

AMPHAROS

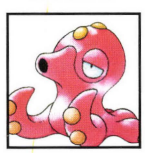


GIRAFARIG

REMORAID



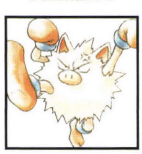
OCTILLERY



TRANSFER FROM RED, YELLOW OR GOLD

MANKEY

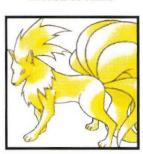
PRIMEAPE



TRANSFER FROM BLUE, YELLOW OR SILVER

VULPIX

NINETALES



LEGENDS

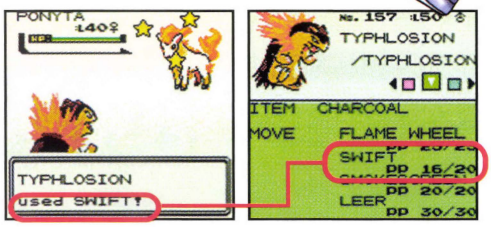
Two of the rarest Pokémon, Mew and Celebi, are not catchable in any of the Pokémon games. The only way to acquire the creatures is to get them from Nintendo at special events or through contests.

Battle Strategies

You'll have to battle Pokémon before you'll be able to catch them. Learn how to put up a good fight by getting down the basics of battling.

HIT AND POWER POINTS

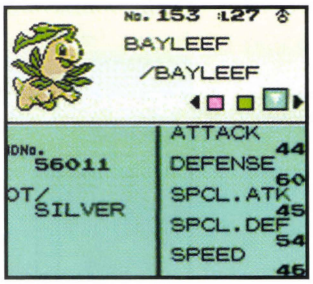
Your Pokémon's health is measured by its Hit Points, or HP. In battle, the damage your Pokémon takes will drain its HP. If its HP reaches zero, your Pokémon will faint and be out of commission until you treat it with a special item (like a Revive) or check it in at a Pokémon Center. Power Points, or PP, measure your Pokémon's abilities. The number of times you can use an attack depends on how many PP you have for that move. Every time you use an attack, you'll spend one PP. Replenish PP at a Pokémon Center or by using a Special item.

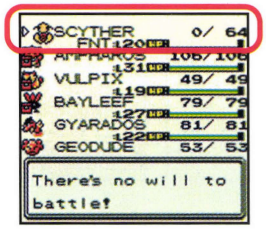


Every time you use an attack, your PP for that move goes down by one. If your PP for a move bottoms out at zero, you won't be able to use it.

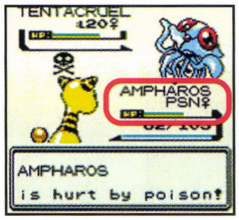
SPECIAL EFFECTS

Most attacks take their toll on the victim's HP only. Other attacks are a little trickier and affect the targeted Pokémon's composure or inflict it with damage that lasts for the entire battle or until the effect is reversed. Those types of attacks are good to open with since they can help you weaken your opponent early. Attacks like Absorb can help you soak up your rival's HP, while a poison attack can continue to harm your opponent while you spend subsequent turns unleashing other attacks on it.





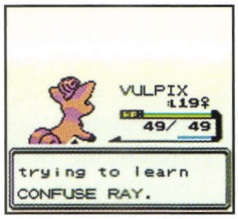
Some attacks continue to do damage throughout the battle. If your Pokémon is hit by one, the attack can drain all its HP, so beware.

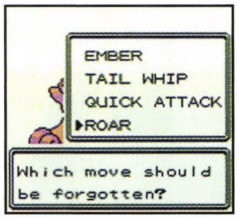


If your Pokémon falls victim to an attack with long-lasting side effects, give it immediate attention before your Pokémon faints. Some attacks like poison ones will continue to hurt your Pokémon until you cure it with a special item or take it to a Pokémon Center.

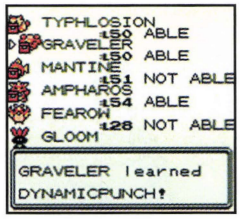
LEARNING FROM EXPERIENCE

After every battle you send your Pokémon into, your Pokémon will gain Experience Points (even if you call it back before it gets a chance to fight) as long as it doesn't faint. As your Pokémon racks up Experience Points (EXP. Points), it will eventually mature to a new level. When Pokémon reach certain levels, they will automatically learn certain advanced moves. Enter all your Pokémon into as many battles as you can so they can develop new attacks and grow to new levels.





Your Pokémon can have four different attacks at one time, so you must make room for new moves if you want your Pokémon to learn a new attack.



You can also teach your Pokémon HMs and TMs. Your Pokédex will show you who can learn them.

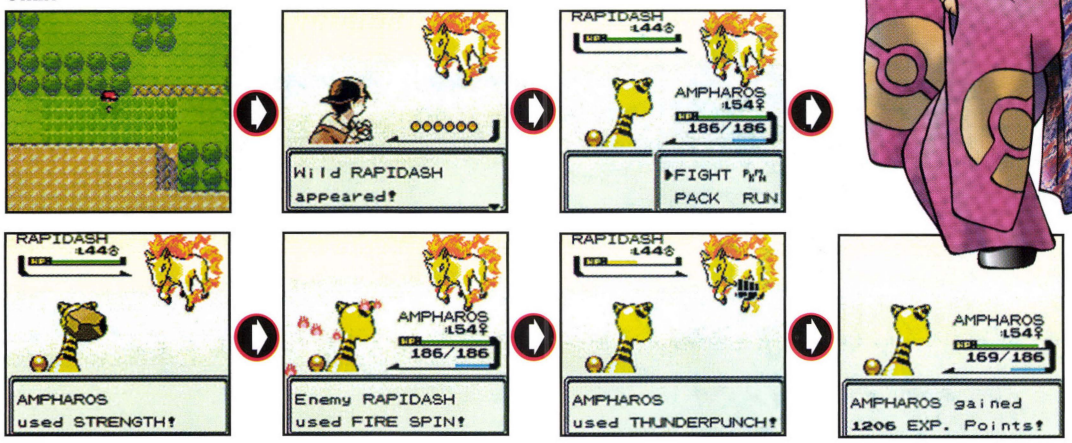
IN THE HEAT OF BATTLE

Pokémon battles go down in one of two ways. Some Pokémon don't have owners, so you may encounter them in the wild. Other Pokémon have been trained, and you'll battle their Trainers to win experience points, money or even a badge.

WILD POKéMON

Walk through grassy places, caves and other areas to find wild Pokémon. The fighters will take turns attacking one another. You can't catch Pokémon that are owned by Trainers, but wild Pokémon are up for grabs. Catch one with a Poké Ball after weakening it or go ahead and defeat it if you want to earn even more experience points.

START

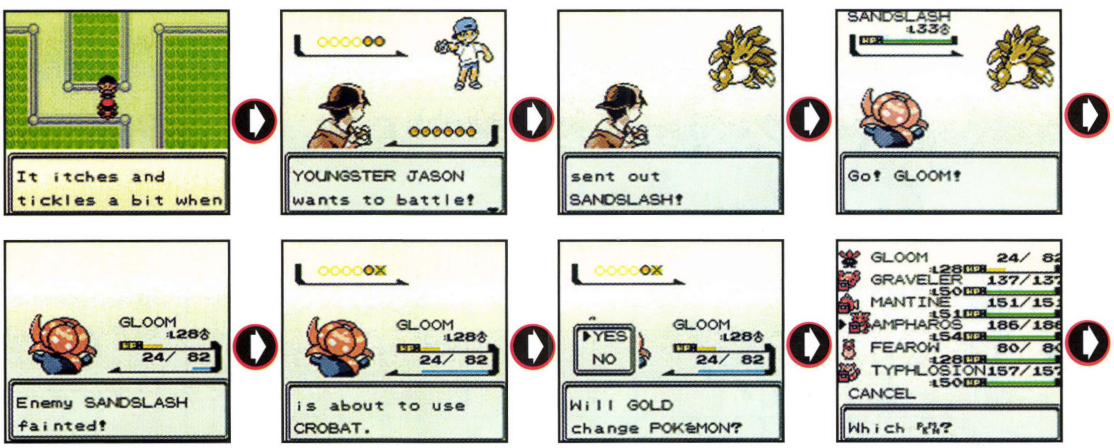


END

POKéMON TRAINER

The routes are populated by Pokémon Trainers who are eager to compete with you. All Trainers, including yourself, can enter six Pokémon into a battle, so a matchup against a Trainer may last six rounds. After you've defeated one of the rival Trainer's Pokémon, you'll have a chance to call in another one of your Pokémon without losing a turn. If you defeat all of the Trainer's Pokémon, you'll win the battle along with some money and experience to boot!

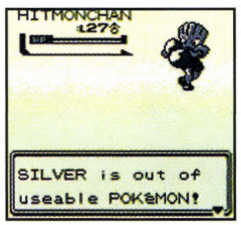
START



END

WORST-CASE SCENARIOS

Battling isn't easy, so there's always a chance you'll find yourself struggling through a losing battle. If things are looking grim, swallow your pride and run. There's no penalty for leaving a battle with a wild Pokémon, so escape if you can. You can't escape a battle with a Trainer.

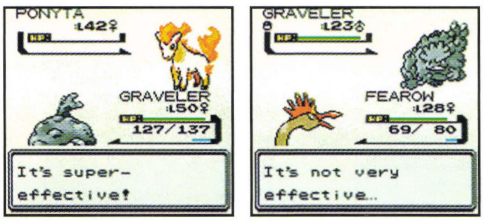


If you get wiped out and all of your Pokémon end up fainting, you will faint as well. You'll wake up in the last Pokémon Center you visited.

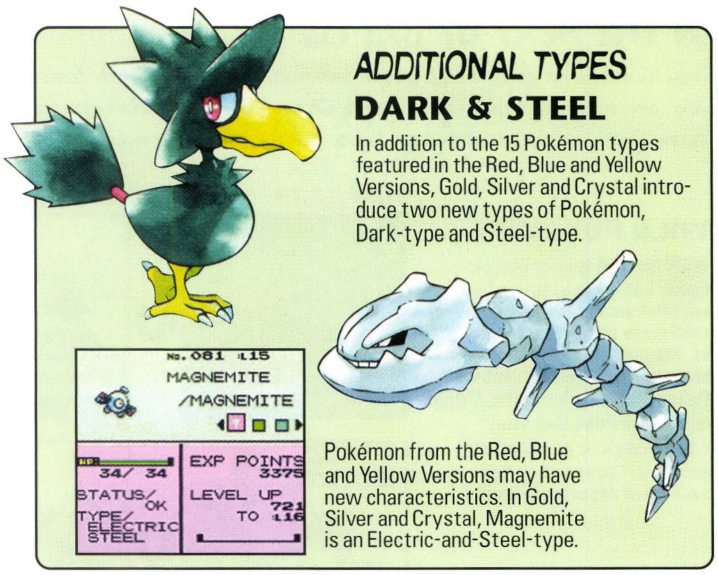
If the going gets tough, don't be afraid to run away. You can escape battles with wild Pokémon, so don't push it if you're close to being defeated.

TYPECASTING FOR COMBAT

In Red, Blue and Yellow, there were 15 types of Pokémon to catch. Gold, Silver and Crystal add Dark-types and Steel-types to the mix, bringing the total of Pokémon types to 17. Whatever type your Pokémon may be, it will sport some general characteristics that are directly related to its type. Water-types have aquatic abilities and characteristics, and they have a natural advantage over Fire-type Pokémon, which boast heat-related characteristics.



Pokémon have strengths and weaknesses based on their type. The effectiveness of your attack will depend on the type of both your Pokémon and the Pokémon it's fighting.



COMBAT CHART

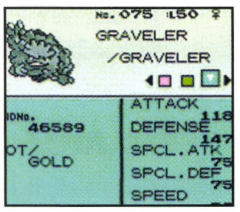
The chart below shows how effective different types of attacks are against different types of Pokémon. Match up the type of attack you want to use with the type of Pokémon you want to use it against to get a good idea of the outcome of your battle. A plus sign (+) means that your attack will have an advantage. For example, a Water-type attack will give you the upper hand against a Fire-type Pokémon. A minus sign (-) means your attack won't be effective, an equal sign (=) means the attack will have no effect, while an empty box indicates the attack will have its standard effect.

OPPONENT'S POKéMON TYPE

YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

BALANCED ATTACKS

Your Pokédex rates your Pokémon in five categories: Attack, Defense, Speed, Special Attack and Special Defense. Each category measures a different characteristic crucial to battling (refer to the definitions below for specifics), so balance your attacks to cover all angles. Besides the addition of Dark- and Steel-type Pokémon, Gold, Silver and Crystal also add a new twist by changing Poison-type assaults from Special attacks to physical attacks.



ATTACK Attack measures the power of physical attacks, which appear in black on the chart.

DEFENSE How well your Pokémon can withstand a physical attack depends on its Defense rating.

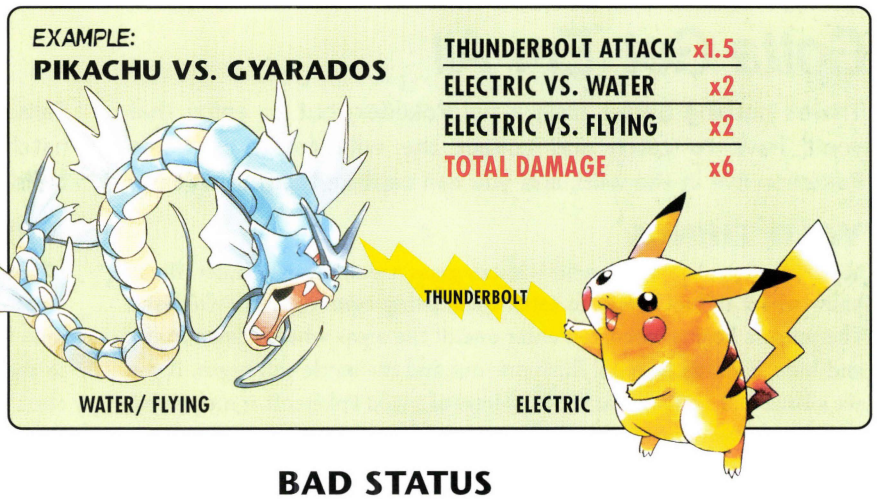
SPEED The Speed rating determines who attacks first. The Pokémon with the higher Speed rating gets the first move.

SPECIAL ATTACK Nonphysical attack power is measured by the Special attack rating. Special attacks appear in green on the chart.

SPECIAL DEFENSE Your Pokémon's ability to withstand Special Attacks is determined by its Special Defense rating.

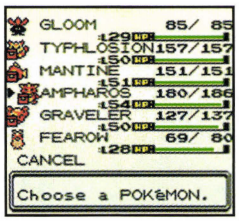
ATTACK ADVANTAGE

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!



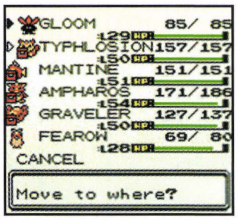
TEAM TACTICS

To guarantee that you have the perfect Pokémon for every battle, you should assemble a well-rounded team of all types. It's also a good idea to have at least one Pokémon with a low experience level. That way, you'll have a Pokémon you can use for battling wild Pokémon. If you battle them using one of your experienced team members instead, you might defeat the wild Pokémon before you have a chance to capture them.



Pokémon go into battle one at a time. The Pokémon at the top of your list will be the first one to enter the fight.

You can switch Pokémon during battle. Call in a substitute when your current Pokémon is close to fainting.



Put an inexperienced Pokémon at the top of your list to build its level. As long as it enters a battle (you can call it back before it fights), it will gain experience.

SAMPLE TEAM

You can gather up to six Pokémon for your team. Since every type of Pokémon has a unique natural advantage over other types, you should assemble six diverse Pokémon. Avoid putting together a team made up of one or few types. Instead, assemble a motley crew like the sample team so you can cover many bases.

VULPIX
FIRE

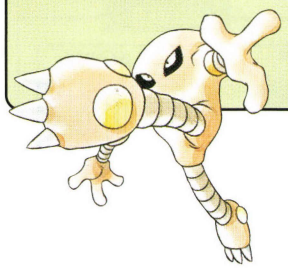
MAREEP
ELECTRIC

CHIKORITA
GRASS

GASTLY
POISON/ GHOST

GEODUDE
ROCK/ GROUND

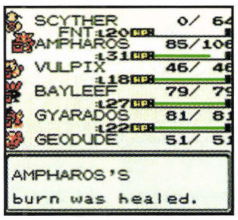
PIDGEY
NORMAL/ FLYING



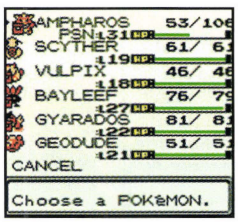
BAD STATUS

Sometimes it doesn't matter how good of a match your team is for the particular type of Pokémon you're facing. Attacks that boost your attributes or enhance evasiveness can help even the playing field if your type isn't quite the perfect foil for the type of foe you're facing.

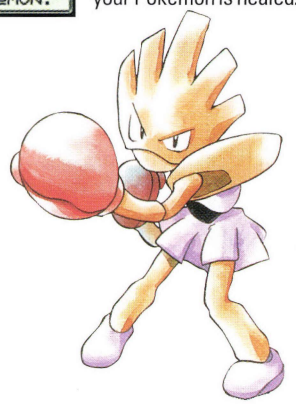
Attacks with longer-term effects, such as Thunder Wave or Poisonpowder, can also help you get an advantage if you happen to be matched up against a Pokémon type that has the upper hand.



If you're hit with a lasting attack, such as something that puts your Pokémon to sleep or burns it, your Pokémon will be under its spell or take damage until you cure it or the effects wear off.



If your Pokémon is a victim of a lasting attack, pull it out of battle before it faints or heal it with an item. Sleep and Confusion are two effects that wear off—most others last until your Pokémon is healed.

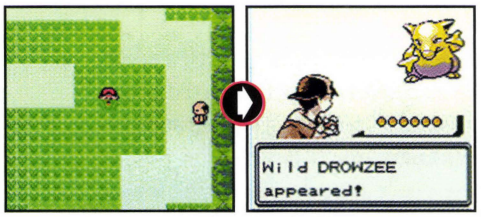


Gotta Get 'Em All

There's nothing better than a full Pokédex, but to enjoy that you'll have to catch and collect the wily creatures. Some Pokémon live in the wild, and you can capture them using Poké Balls. Other Pokémon must be evolved, traded or hatched. The following pages describe how you can build the ultimate collection using all of the methods.

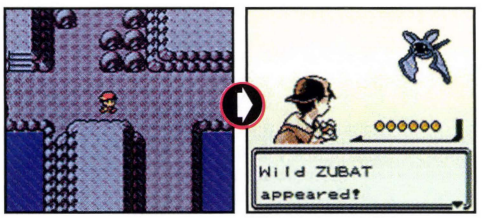
WILD THINGS

Most Pokémon live in the wild—in tall grass, trees, caves or water. If you know where to look, you can catch them using cunning and Poké Balls. The process begins when you enter one of the areas where Pokémon live and hide. Eventually, you'll flush one out and the battle will begin. If you see a Poké Ball symbol near the HP Meter of a wild Pokémon, it means that you already own one of those Pokémon.



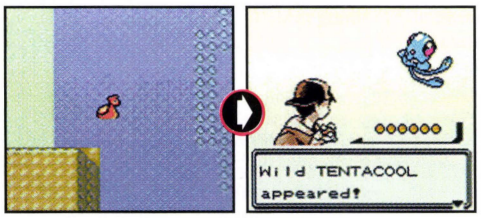
FIELD

The most common area to find Pokémon is in tall grass. If you walk around in the grass for a while, you will eventually scare up a wild Pokémon. Each patch of grass is home to just a few types of Pokémon.



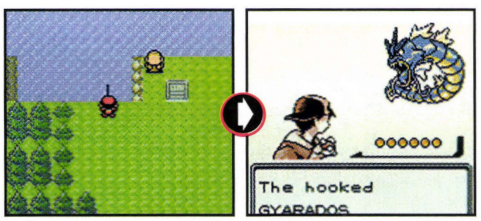
CAVE

Caves are home to many Pokémon, such as Zubat and Geodude. If a cave is dark when you enter, use Flash to illuminate the path. You'll encounter the subterranean inhabitants as you walk around the cave.



SEA

Once you have the Surf move and the Fog Badge from the Ecruteak City Gym, you can surf over bodies of water and find Water-type Pokémon of many varieties. Just surf back and forth until a Pokémon shows up.



FISHING

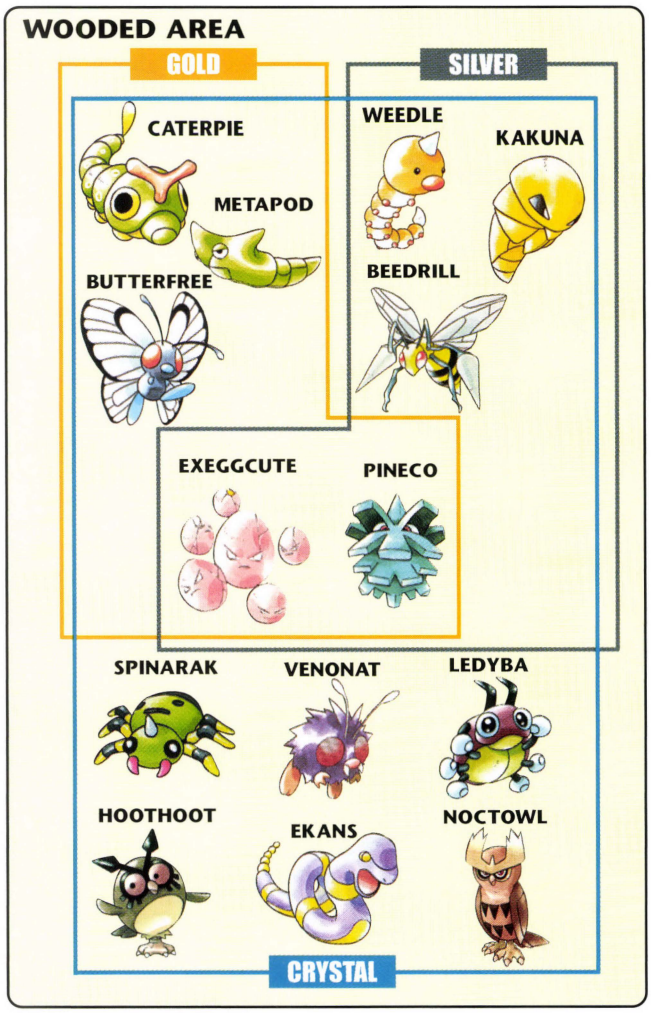
You can catch Water-type Pokémon without getting your feet wet if you use one of the fishing poles—the Old Rod, Good Rod or Super Rod. Cast your line into the water from any shore and wait for a bite.

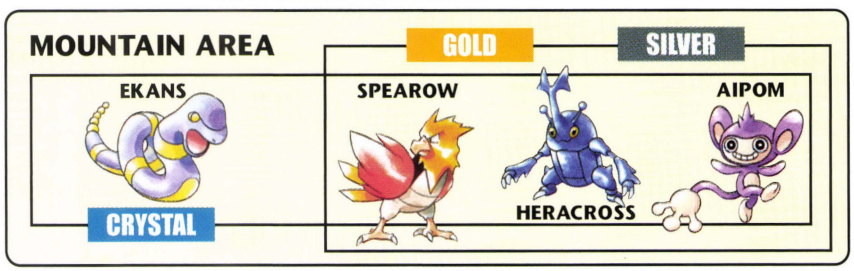
ROCK (ROCK SMASH)

Pokémon even hide beneath some rocks. If you've earned the Rock Smash move, you can take a look under the smashable types of rocks. If a wild Pokémon is hiding there, it will attack you for disturbing its sleep.

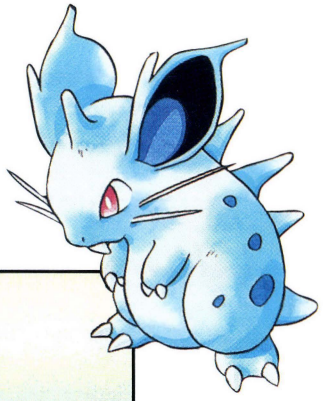
TREE (HEADBUTT)

After earning the Headbutt move, you'll be able to ram trees to shake loose any Pokémon hiding there. The Pokémon will fall to the ground, where they'll attack. The chart below shows the different Pokémon that you are likely to find when you Headbutt trees in wooded or mountain areas.

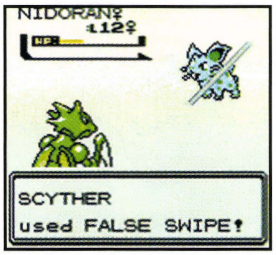




BRING HOME THE POKéMON

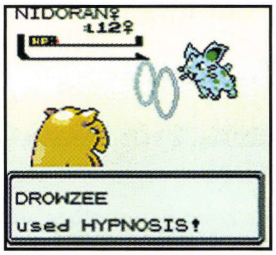


Catching Pokémon isn't as easy as it may seem. First, you must encounter a wild Pokémon, and you must have a Poké Ball to throw at it. You don't want to face the wild Pokémon with an overly powerful Pokémon from your team because your Pokémon could easily overwhelm the less powerful, wild Pokémon with one attack. You need to be patient, and you might have to use several Poké Balls to accomplish the task. Specialized Poké Balls will help you catch some of the tougher Pokémon.



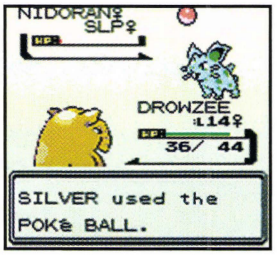
1. ATTACK

Your goal is to reduce the wild Pokémon's HP Meter as close to zero as possible without having it faint. Use your weaker moves and attack with Pokémon that are not much more powerful than the wild Pokémon that you're fighting.



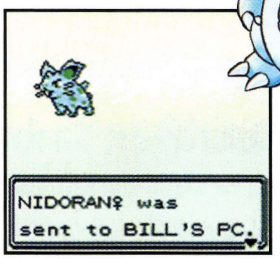
2. INCAPACITATE

Use attacks that induce sleep or paralysis in the wild Pokémon so you can whittle away at its HP Meter without taking damage. Once a wild Pokémon is asleep or frozen, you can attack with a weak Pokémon, reducing your opponent's HP by small margins until it's just about ready to faint.



3. THROW A POKé BALL

When you've reduced the wild Pokémon's HP Meter as close to zero as possible, it's time to try to capture it with a Poké Ball. Choose a ball from the Poké Ball pocket of your pack. It will be thrown automatically, and in a few seconds you'll see if you've captured the Pokémon or if it managed to escape the attempt.

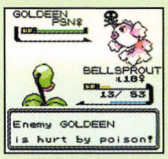


4. STORE IN BILL'S PC

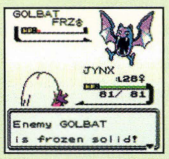
If all goes well, you'll manage to capture the new Pokémon. But if you have six Pokémon on your team already, the new addition will be sent automatically to Bill's PC for storage. You can withdraw the new Pokémon when you access Bill's PC at any Pokémon Center.

CRITICAL CONDITIONS

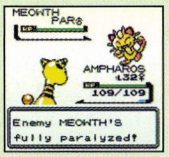
Incapacitating a Pokémon can make it easier to capture. Another trick is to use attacks that slowly reduce HP, such as poison and burn. Their effects are continuous, so you'll have to throw your Poké Ball before the attack makes the Pokémon faint.



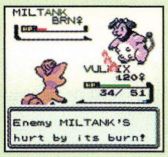
POISON



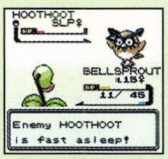
FREEZE



PARALYZE



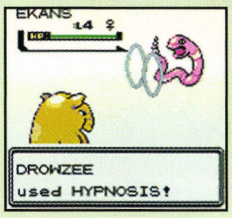
BURN



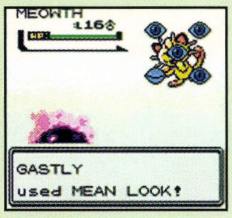
SLEEP

Putting a Pokémon to sleep gives you a chance to reduce its HP slowly. When you see red or yellow on the HP Meter, it's time to try throwing a Poké Ball.

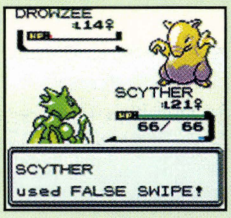
HYPNOSIS, SPORE: Put those pesky wild Pokémon to sleep using attacks such as Hypnosis and Spore. If the attack is successful, the opponent won't fight back, at least for awhile. That is the time to use your weak attacks to chip away at the Pokémon's HP. The idea is to keep your opponent in the match, if just barely.



MEAN LOOK, SPIDER WEB: Two special attacks—Mean Look and Spider Web—keep your opponent from running away. Although most commonly used in Trainer battles, the attacks will keep certain wild Pokémon from escaping, giving you a chance to capture them and add them to your growing collection. Always use the attacks at the beginning of the battle.



FALSE SWIPE: False Swipe is probably the single most useful attack that you can use if you're trying to capture wild Pokémon. If False Swipe is successful, it will reduce your opponent's HP to one with a single hit. At that point, the wild Pokémon is as susceptible to being captured as it will ever be. After using False Swipe, throw your Poké Ball and capture the Pokémon.

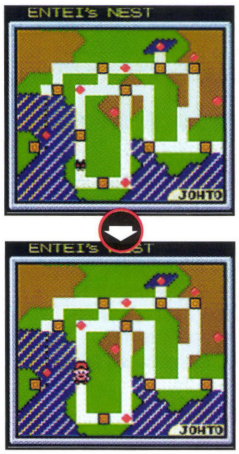


LUCKY NUMBER

The radio station in Goldenrod City broadcasts the Lucky Number daily. If the Trainer Number for your Pokémon matches some or all of the numbers on the radio, you'll win prizes. If you match every number, you'll win a Master Ball. Return to see the Station Manager to claim your prize. The Pokémon with the matching number must be included in your current party of six Pokémon if you are to receive the prize.

POKéDEX LOCATION FINDER

Your Pokédex is full of useful information about the Pokémon you catch, but it also contains data on Pokémon that you've met in Trainer battles. If you encounter a Pokémon in the wild or a Trainer uses a Pokémon during a battle, you'll be able to see where it lives in the wild on your Pokédex Location Finder Map—even if you don't own that Pokémon. As for Pokémon that you've caught, you'll see all the nest locations on the Pokédex, plus height and weight and a brief description of its habits.



ALL THE POKé BALLS

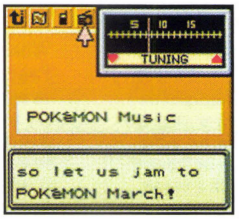
Poké Balls are used to capture and store Pokémon. In addition to the original types of Poké Balls, a huge assortment of specialized Poké Balls shows up in Pokémon Gold, Silver and Crystal Versions. The Poké Ball maker in Azalea Town constructs them from different kinds of Apricorns.

OAK'S POKéMON TALK

Professor Oak's radio show gives Trainers hints about where they can find different varieties of Pokémon. Tune in from time to time with your Pokédex radio and listen to what the professor has to say about locations where you might want to look for wild Pokémon.

SOOTHING THE SAVAGE POKéMON

The Pokédex radio has another virtue beyond getting information about Pokémon locations. The music channels can either attract or repel certain types of Pokémon. If you play the radio in a wilderness area, it may draw Pokémon out of the grass or drive them away from you. You'll have to experiment with different types of music in different locations to see its effect on the many varieties of Pokémon.

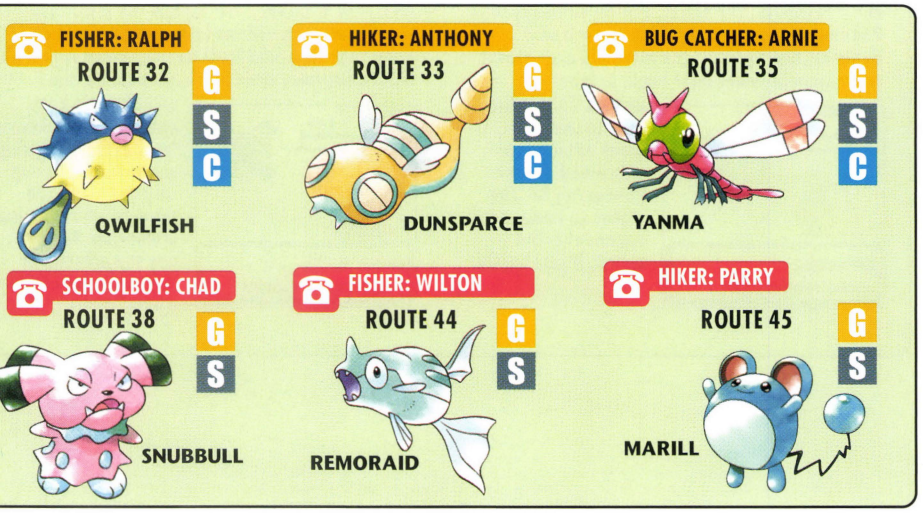


REPELLING POKéMON

After you've caught a certain variety of Pokémon, you'll probably not want to battle it over and over. You can use the Repel item to keep wild Pokémon at bay for awhile. Use Repel when traveling through areas that you've visited previously, particularly if the wild Pokémon have low levels. You won't gain much experience by fighting them, and the time wasted could be spent more productively in an area with higher-level Pokémon.

TRAINERS ON THE PHONE

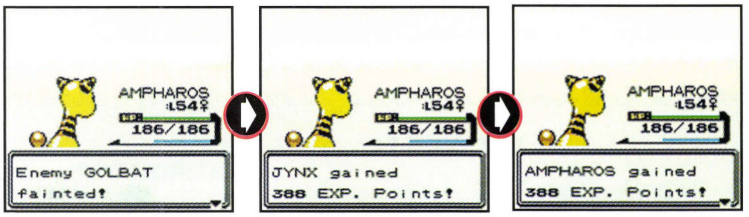
During your adventure, you'll meet special Trainers who give you their phone numbers if you defeat them in battle. They'll ask if you want to share phone numbers. If you do share your number with a Trainer, he or she will call you periodically and give you hints about finding rare Pokémon, and after the call, they'll be much easier to find in the area. They'll also give you lots of information about common Pokémon, so many calls aren't very productive.



Building Levels

EXPERIENCE WANTED

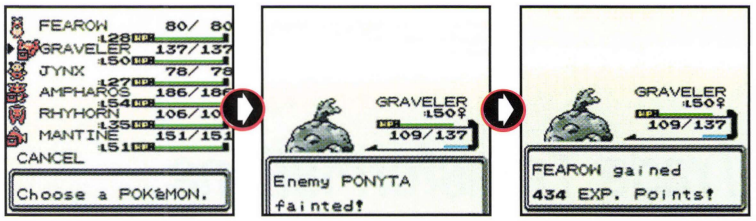
To develop your Pokémon, you must gain Experience Points in battle. A Pokémon's level determines the attacks and moves it can learn. It also determines if and when your Pokémon evolves. Even though you have to win battles to earn Experience Points, you don't have to win with each Pokémon to acquire those points. The following strategies will help you get the most experience for your entire team, no matter which Pokémon you use.



In the example shown, the Level-27 Jynx leads off and earns lots of experience—even though the battle is won by its more powerful teammate, Ampharos.

LEAD AND LEAVE

One of the best strategies for building levels quickly is to lead with a low-level Pokémon then switch it out for a stronger Pokémon before the battle begins. If the opponent is at a much higher level than your lead Pokémon, it will give you a lot of Experience Points even though the low-level Pokémon doesn't fight. Both of your Pokémon will share the Experience Points evenly.



EXPERIENCE SHARE

The Experience Share item presents an even better way to build levels quickly. A Pokémon that holds Experience Share will gain a higher percentage of the experience than its teammates that don't have the item. The chart demonstrates how that works in a battle where 60 Experience Points are won. Normally, teammates share experience evenly. But a Pokémon with Experience Share can earn 50% of the points even if it never enters the battle.

BATTLE EXAMPLE 1:

EXPERIENCE SHARE NOT USED

60 EXPERIENCE POINTS					
POKéMON 1 Fighting	20	POKéMON 2 Fighting	20	POKéMON 3 Fighting	20
POKéMON 4 Non-fighting	0	POKéMON 5 Non-fighting	0	POKéMON 6 Non-fighting	0

- Points are divided evenly among fighting Pokémon (60 ÷ 3 = 20).
- Non-fighting Pokémon get zero.

BATTLE EXAMPLE 2:

EXPERIENCE SHARE USED (NON-FIGHTING)

60 EXPERIENCE POINTS					
POKéMON 1 Fighting	10	POKéMON 2 Fighting	10	POKéMON 3 Fighting	10
POKéMON 4 Non-fighting with Exp.Share	30	POKéMON 5 Non-fighting	0	POKéMON 6 Non-fighting	0

- A non-fighting Pokémon with Experience Share gets half the points (60 ÷ 2 = 30).
- The remainder of the points are divided evenly among the fighting Pokémon (30 ÷ 3 = 10).
- Non-fighting Pokémon without Experience Share get zero.

BATTLE EXAMPLE 3:

EXPERIENCE SHARE USED (FIGHTING)

60 EXPERIENCE POINTS					
POKéMON 1 Fighting with Exp. Share	40	POKéMON 2 Fighting	10	POKéMON 3 Fighting	10
POKéMON 4 Non-fighting	0	POKéMON 5 Non-fighting	0	POKéMON 6 Non-fighting	0

- A fighting Pokémon with Experience Share gets half of the points (30) plus one third of the remaining points (10) for a total of 40 points.
- The remaining points are divided evenly between the two other fighting Pokémon (20 ÷ 2 = 10).
- Non-fighting Pokémon get zero.

STOP THE EVOLUTION!

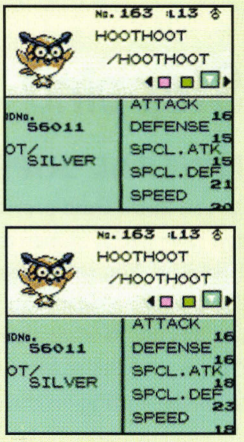
When a Pokémon reaches a particular level, it may begin to evolve. If you don't want it to evolve into the next form, push and hold the B Button until a message appears saying that the Pokémon has stopped evolving.

POWER TO THE POKéMON

Trainers can use items to strengthen their Pokémon in many ways. Some items will help Pokémon evolve faster, while others may develop the Pokémon in one category such as Speed or Attack. For a full list of items and their effects, turn to the Item List on page 150. In addition to a list of effects, you'll see where you can procure the powerful items.

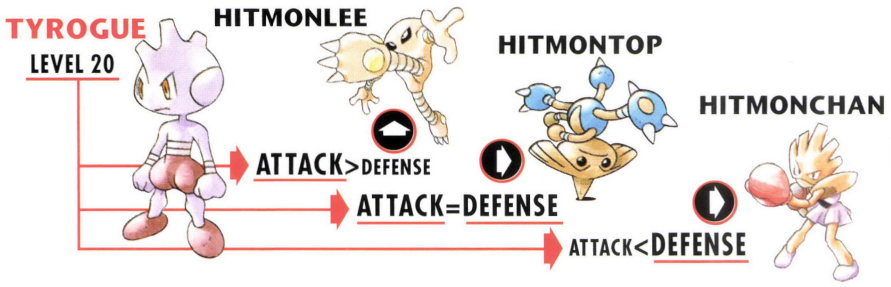
FRATERNAL TWINS

Look carefully at the category ratings for the two Hoothoot. Notice the differences in the ratings for Defense, Special Attack, Special Defense and Speed. Even though each Hoothoot is at Level 13, it has unique strengths. The differences may reflect the use of special items. In this case, the Trainer gave one Hoothoot an Iron to increase its Defense by one point. Pokémon stats vary from creature to creature, however—even among Pokémon of the same type and level.



LEVEL-UP EVOLUTION: SPECIAL

Tyrogue, a pre-evolved form of Hitmonlee and Hitmonchan, will evolve into either of those two forms, or Hitmontop, depending on its stats when it reaches Level 20. If Tyrogue's attack rating is higher, Tyrogue will evolve into Hitmonlee at Level 20. If its defense is higher, it will evolve into Hitmonchan, and if its attack and defense ratings are equal, it will evolve into Hitmontop. Use Iron or Protein to choose your evolution.



RED, BLUE AND YELLOW VERSIONS

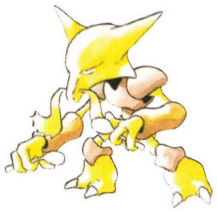
For veteran Trainers, the evolutionary tree of Tyrogue will seem quite odd. In the original versions of the game, Hitmonlee and Hitmonchan were acquired at the special Karate Gym in Saffron City. Players were given a choice between the two Fighting-type Pokémon if they defeated the Karate Master and his fellow Trainers. Hitmonlee used its feet while Hitmonchan used only its hands when fighting a Pokémon battle.

Trade Transformations

TRAVEL BROADENS THE POKéMON

Certain Pokémon will evolve into their higher forms when they are traded to another Gold, Silver or Crystal Game Pak. If you have a Kadabra, Machoke, Graveler or Haunter, you can transfer it to someone else then receive an evolved Pokémon when it's returned. Trust is a beautiful thing.

KADABRA	▶	ALAKAZAM
GRAVELER	▶	GOLEM
HAUNTER	▶	GENGAR
MACHOKE	▶	MACHAMP



TROUBLING TRANSFERS

Remember: You can transfer only Pokémon that appeared previously in Red, Blue and Yellow from Gold, Silver and Crystal to Red, Blue and Yellow. New Pokémon or those with new items or abilities cannot be traded from Gold, Silver and Crystal to Red, Blue, and Yellow. That group includes old Pokémon that have evolved into new Pokémon.

EVOLUTIONARY BAGGAGE

Some Pokémon come into being through a natural evolutionary process; others require a special item. Once you find the special items shown below, have the indicated Pokémon hold them when you trade them to another Gold, Silver or Crystal Game Pak. The transfer will produce new evolutionary forms.

POLIWHIRL	▶	KING'S ROCK	POLITOED
SLOWPOKE	▶	KING'S ROCK	SLOWKING
ONIX	▶	METAL COAT	STEELIX
SCYTHER	▶	METAL COAT	SCIZOR
SEADRA	▶	DRAGON SCALE	KINGDRA
PORYGON	▶	UP-GRADE	PORYGON2

Stepping Stones of Evolution

MINERAL SUPPLEMENTS

As you know from previous versions of the game, you can use special stones to induce evolution in specific Pokémon. You won't need to conduct a trade to make them evolve—just have the indicated Pokémon use the stones to alter their evolutionary development. Gloom and Eevee can transform into more than one form, depending on the stone they use to evolve.

SUN STONE

There's something new under the sun in the world of stone evolution. Gold and Silver introduced the Sun Stone, which you can use to transform Sunkern into Sunflora and Gloom into Bellossom—no greenhouse necessary.

WATER STONE	
POLIWHIRL	POLIWRATH
SHELLDER	CLOYSTER
STARYU	STARMIE

FIRE STONE	
VULPIX	NINETALES
GROWLITHE	ARCANINE

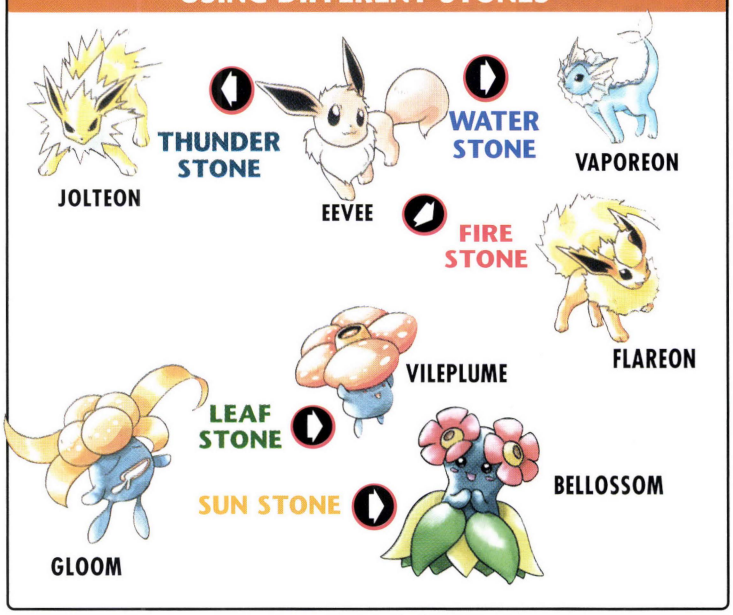
THUNDER STONE	
PIKACHU	RAICHU

MOON STONE	
NIDORINA	NIDOQUEEN
NIDORINO	NIDOKING
CLEFAIRY	CLEFABLE
JIGGLYPUFF	WIGGLYTUFF

LEAF STONE	
WEEPINBELL	VICTREEBEL
EXEGGCUTE	EXEGGUTOR

SUN STONE	
SUNKERN	SUNFLORA

USING DIFFERENT STONES



Friendly Evolution

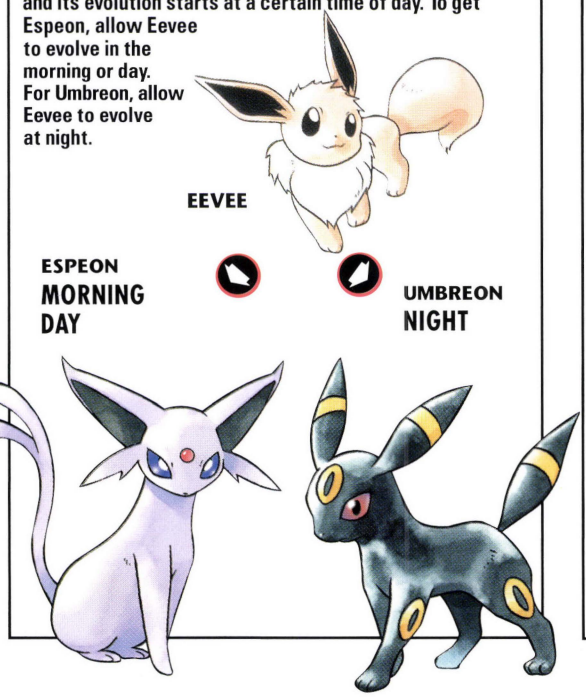
YOU'RE MY BEST FRIEND!

Some Pokémon need more than just experience to evolve—they need to be attached to you, too. If you treat those Pokémon very well, they will grow to trust you and will evolve far more quickly than if you mistreat them. While many Pokémon will evolve regardless of how well you treat them, you should try to be a good Trainer to all of your Pokémon. Many events in the game are based on how attached your lead Pokémon is to you.

PICHU	PIKACHU
TOGEPI	TOGETIC
CLEFFA	CLEFAIRY
CHANSEY	BLISSEY
IGGLYBUFF	JIGGLYPUFF
GOLBAT	CROBAT

DAY OR NIGHT

Eevee's other evolutions are created with Stones, but Espeon and Umbreon are not. Eevee evolves into either Espeon or Umbreon when it's extremely attached to you, and its evolution starts at a certain time of day. To get Espeon, allow Eevee to evolve in the morning or day. For Umbreon, allow Eevee to evolve at night.



DO'S AND DON'TS

There are quite a few things that will help your relationship with your Pokémon, and a couple that will hurt your relationship with your Pokémon. You should try to forge strong relationships with all of your Pokémon—especially the party you travel with most often.

DO:

Have your Pokémon groomed in Pallet Town by Blue's Sister.

Get your Pokémon's hair cut by one of the Haircut Brothers.

Travel with a Pokémon and keep it in your party as often as possible.

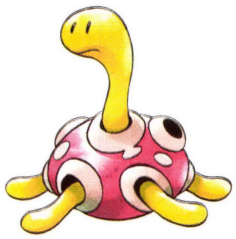
Use many items on a Pokémon and let it hold an item, too.

DON'T:

Let your Pokémon faint in battle or repeatedly allow it to get very weak.

Make the Pokémon take bitter medicine, or trade it away to another Trainer.

In-Game Events



FOUR WAYS TO ACQUIRE POKéMON

Aside from catching wild Pokémon that attack you, there are four other ways to get your hands on Pokémon. Some of the rarest Pokémon are creatures you can't catch in the wild, so study this list for information on how to get them.

1 THE GIFT POKéMON

GIFT	LOCATION
CHIKORITA CYNDAQUIL TOTODILE	**NEW BARK TOWN** Professor Elm will give you a Pokémon for helping him with an errand. You get to choose whether it's a Chikorita, Cyndaquil or Totodile, and you won't get the other two from Elm.
SHUCKLE	**CIANWOOD CITY** The Shuckle you keep safe is yours if it becomes attached to you.
EEVEE	**GOLDENROD CITY** After you meet up with Bill, return to his house where you will get an Eevee.
TYROGUE	**MT. MORTAR** If you defeat Blackbelt Kiyo in Mt. Mortar, he will give you a Tyrogue.

2 GAME PRIZES (Number refers to coins)

GOLDENROD CITY			CELADON CITY		
PRIZE	COINS	GAME	PRIZE	COINS	GAME
ABRA	100	C	PIKACHU	2,222	C
ABRA	200	G S	MR. MIME	3,333	G S
EKANS	700	G	EEVEE	6,666	G S
SANDSHREW	700	S	PORYGON	5,555	C
CUBONE	800	C	LARVITAR	8,888	C
WOBBUFFET	1,500	C	PORYGON	9,999	G S
DRATINI	2,100	G S			

3 NATIONAL PARK: BUG-CATCHING EVENT

BEEDRILL	KAKUNA	PINSIR	VENONAT
BUTTERFREE	METAPOD	SCYTHER	WEEDLE
CATERPIE	PARAS		

4 IN-GAME TRADES

LOCATION	TRADE		GAME
VIOLET CITY	BELLSPROUT	ONIX	G S C
GOLDENROD CITY	DROWZEE	MACHOP	G S
GOLDENROD CITY	ABRA	MACHOP	C
OLIVINE CITY	KRABBY ♀	VOLTORB	G S C
BLACKTHORN CITY	DRAGONAIR ♀	RHYDON	G S
BLACKTHORN CITY	DRAGONAIR	DODRIO	C
PEWTER CITY	GLOOM	RAPIDASH	G S
PEWTER CITY	HAUNTER	XATU	C
ROUTE 14	CHANSEY	AERODACTYL	G S C
POWER PLANT	DUGTRIO	MAGNETON	C

Pokémon Eggs

Pokémon Crystal, Gold and Silver allow you to raise your own Pokémon at the Breeding Center just south of Goldenrod City on Route 34. With a little patience, you can raise many Pokémon.

POKéMON DAYCARE

The man and woman who run the Daycare can take one Pokémon each to raise for you. An unexpected bonus sometimes happens when you board two Pokémon of opposite genders, or any Pokémon with a Ditto. If the Pokémon like each other, you may return to the Daycare a while later to find that a Pokémon Egg has appeared. No one is quite sure how it happens, but when it does, you simply have to carry the Egg in your party for a while to hatch it into a Pokémon—maybe even a new pre-evolution will appear!

CHECK THEIR FRIENDSHIP

Your Pokémon may or may not like each other. Walk outside into the Pokémon Daycare's yard and use the A Button to check on your Pokémon and see what their interest level is. If both Pokémon show an interest in each other, you will end up with a Pokémon Egg eventually. If they show no interest in each other, there will not be an Egg for you to hatch.

CHECK THE MESSAGE

The message you get will let you know if a Pokémon Egg is on the way.

EGGS
- It appears to care for the other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon

NO EGGS
- It's brimming with energy
- It has no interest in the other Pokémon

NO EGGS

Some Pokémon will never produce Eggs for you to hatch. Some are the pre-evolution Pokémon, while others are legendary Pokémon that are one-of-a-kind in each Game Pak. Whatever the case, you won't find Eggs from those Pokémon.

You won't be able to produce Eggs with some Pokémon. You can still leave them with the Pokémon Daycare if you want to raise their levels easily, however.

ARTICUNO	IGGLYBUFF	NIDOQUEEN	TOGEPI
CELEBI	LUGIA	NIDORINA	TYROGUE
CLEFFA	MAGBY	PICHU	UNOWN
ELEKID	MEW	RAIKOU	ZAPDOS
ENTEI	MEWTWO	SMOOCHUM	
HO-OH	MOLTRES	SUICUNE	

FEMALE POKéMON

Some Pokémon are always female.

BLISSEY	NIDORAN ♀
CHANSEY	NIDORINA
JYNX	NIDOQUEEN
KANGASKHAN	SMOOCHUM
MILTANK	

MALE POKéMON

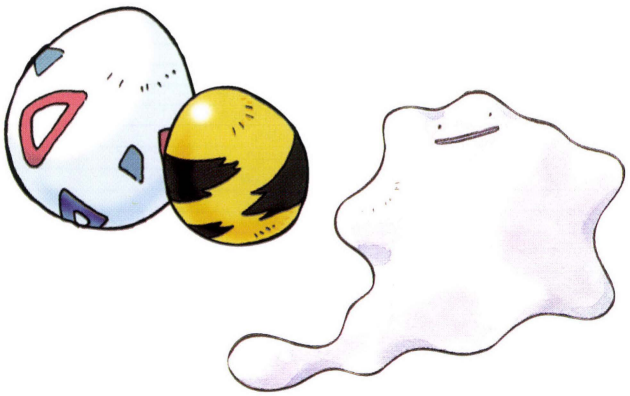
Some Pokémon are always male.

HITMONCHAN	NIDORAN ♂
HITMONLEE	NIDORINO
HITMONTOP	TAUROS
NIDOKING	TYROGUE

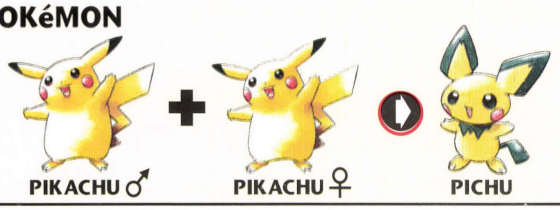
NEUTER

Some Pokémon do not have a gender, but you can still hatch their Eggs with Ditto's help.

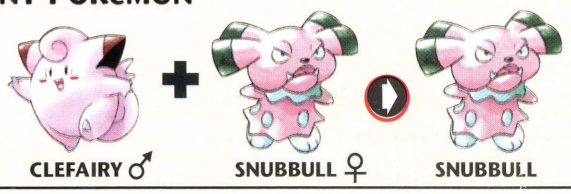
ELECTRODE	PORYGON2
MAGNEMITE	STARMIE
MAGNETON	STARYU
PORYGON	VOLTORB



SAME POKéMON

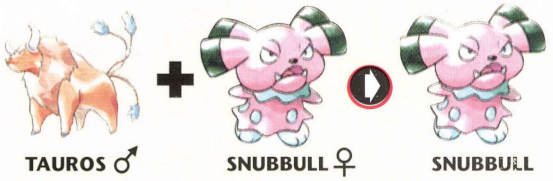


DIFFERENT POKéMON



MALE OR FEMALE

Some Pokémon have only one gender. Kangaskhan, for example, are always female, while Tauros are always male. Leave those Pokémon with Pokémon of the opposite gender. If they like each other, you will get an Egg containing a Pokémon like the female of the pair.



DITTO

Ditto has no gender, so it may produce Eggs with male, female or neuter Pokémon. Pokémon will usually show interest in Ditto. The Egg produced will always hatch the lowest evolution of a particular Pokémon. For example, if you leave a Magneton and a Ditto at the Daycare, the resulting Egg will hatch into a Magnemite, not a Magneton. Pokémon that are exclusively male will produce a younger version of themselves with Ditto only.

HATCHING **After you pick up the Pokémon Egg from the Pokémon Daycare, you must carry it around in your party with active, healthy Pokémon, or it won't hatch. Some Pokémon take longer than others to produce an Egg, and some Eggs take longer than others to hatch.**

MAGNETON	+	DITTO	MAGNEMITE
TAUROS ♂	+	DITTO	TAUROS
KANGASKHAN ♀	+	DITTO	KANGASKHAN
PIKACHU ♂	+	DITTO	PICHU
PIKACHU ♀	+	DITTO	PICHU

Pokémon Game Index

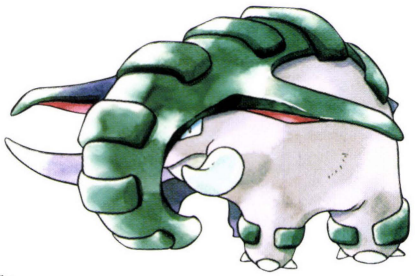
If you find yourself missing an elusive Pokémon or two, use the Pokémon Index to discover where they can be found. Since many Pokémon are found only in certain games, you may need to relive some older adventures or trade with a friend to fill up your entire Pokédex.

ID #	Pokémon Name	R	B	Y	G	S	C
1	BULBASAUR	●	●	●			
2	IVYSAUR	●	●	●			
3	VENUSAUR	●	●	●			
4	CHARMANDER	●	●	●			
5	CHARMELEON	●	●	●			
6	CHARIZARD	●	●	●			
7	SQUIRTLE	●	●	●			
8	WARTORTLE	●	●	●			
9	BLASTOISE	●	●	●			
10	CATERPIE	●	●	●	●	●	●
11	METAPOD	●	●	●	●	●	●
12	BUTTERFREE	●	●	●	●	●	●
13	WEEDLE	●	●		●	●	●
14	KAKUNA	●	●		●	●	●
15	BEEDRILL	●	●		●	●	●
16	PIDGEY	●	●	●	●	●	●
17	PIDGEOTTO	●	●	●	●	●	●
18	PIDGEOT	●	●	●	●	●	●
19	RATTATA	●	●	●	●	●	●
20	RATICATE	●	●	●	●	●	●
21	SPEAROW	●	●	●	●	●	●
22	FEAROW	●	●	●	●	●	●
23	EKANS	●			●	●	●
24	ARBOK	●			●	●	●
25	PIKACHU	●	●	●	●	●	●
26	RAICHU	●	●		●	●	●
27	SANDSHREW		●	●	●	●	●
28	SANDSLASH		●	●	●	●	●
29	NIDORAN♀	●	●	●	●	●	●
30	NIDORINA	●	●	●	●	●	●
31	NIDOQUEEN	●	●	●	●	●	●
32	NIDORAN♂	●	●	●	●	●	●
33	NIDORINO	●	●	●	●	●	●
34	NIDOKING	●	●	●	●	●	●
35	CLEFAIRY	●	●	●	●	●	●
36	CLEFABLE	●	●	●	●	●	●
37	VULPIX		●	●		●	
38	NINETALES		●	●		●	
39	JIGGLYPUFF	●	●	●	●	●	●
40	WIGGLYTUFF	●	●	●	●	●	●
41	ZUBAT	●	●	●	●	●	●
42	GOLBAT	●	●	●	●	●	●
43	ODDISH	●		●	●	●	●
44	GLOOM	●		●	●	●	●
45	VILEPLUME	●		●	●	●	●
46	PARAS	●	●	●	●	●	●
47	PARASECT	●	●	●	●	●	●
48	VENONAT	●	●	●	●	●	●
49	VENOMOTH	●	●	●	●	●	●
50	DIGLETT	●	●	●	●	●	●
51	DUGTRIO	●	●	●	●	●	●
52	MEOWTH		●			●	●
53	PERSIAN		●			●	●
54	PSYDUCK	●	●	●	●	●	●
55	GOLDUCK	●	●	●	●	●	●
56	MANKEY	●		●	●		
57	PRIMEAPE	●		●	●		
58	GROWLITHE	●		●	●		●
59	ARCANINE	●		●	●		●
60	POLIWAG	●	●	●	●	●	●
61	POLIWHIRL	●	●	●	●	●	●
62	POLIWRATH	●	●	●	●	●	●
63	ABRA	●	●	●	●	●	●
64	KADABRA	●	●	●	●	●	●
65	ALAKAZAM	●	●	●	●	●	●
66	MACHOP	●	●	●	●	●	●
67	MACHOKE	●	●	●	●	●	●
68	MACHAMP	●	●	●	●	●	●
69	BELLSPROUT		●	●	●	●	●
70	WEEPINBELL		●	●	●	●	●
71	VICTREEBEL		●	●	●	●	●
72	TENTACOOL	●	●	●	●	●	●
73	TENTACRUEL	●	●	●	●	●	●
74	GEODUDE	●	●	●	●	●	●
75	GRAVELER	●	●	●	●	●	●
76	GOLEM	●	●	●	●	●	●
77	PONYTA	●	●	●	●	●	●
78	RAPIDASH	●	●	●	●	●	●
79	SLOWPOKE	●	●	●	●	●	●
80	SLOWBRO	●	●	●	●	●	●
81	MAGNEMITE	●	●	●	●	●	●
82	MAGNETON	●	●	●	●	●	●
83	FARFETCH'D	●	●	●	●	●	●
84	DODUO	●	●	●	●	●	●
85	DODRIO	●	●	●	●	●	●
86	SEEL	●	●	●	●	●	●
87	DEWGONG	●	●	●	●	●	●
88	GRIMER	●	●	●	●	●	●
89	MUK	●	●	●	●	●	●
90	SHELLDER	●	●	●	●	●	●
91	CLOYSTER	●	●	●	●	●	●
92	GASTLY	●	●	●	●	●	●
93	HAUNTER	●	●	●	●	●	●
94	GENGAR	●	●	●	●	●	●
95	ONIX	●	●	●	●	●	●
96	DROWZEE	●	●	●	●	●	●
97	HYPNO	●	●	●	●	●	●
98	KRABBY	●	●	●	●	●	●
99	KINGLER	●	●	●	●	●	●
100	VOLTORB	●	●	●	●	●	●
101	ELECTRODE	●	●	●	●	●	●
102	EXEGGCUTE	●	●	●	●	●	●
103	EXEGGUTOR	●	●	●	●	●	●
104	CUBONE	●	●	●	●	●	●
105	MAROWAK	●	●	●	●	●	●
106	HITMONLEE	●	●	●	●	●	●
107	HITMONCHAN	●	●	●	●	●	●
108	LICKITUNG	●	●	●	●	●	●
109	KOFFING	●	●		●	●	●
110	WEEZING	●	●		●	●	●
111	RHYHORN	●	●	●	●	●	●
112	RHYDON	●	●	●	●	●	●
113	CHANSEY	●	●	●	●	●	●
114	TANGELA	●	●	●	●	●	●
115	KANGASKHAN	●	●	●	●	●	●
116	HORSEA	●	●	●	●	●	●
117	SEADRA	●	●	●	●	●	●
118	GOLDEEN	●	●	●	●	●	●
119	SEAKING	●	●	●	●	●	●
120	STARYU	●	●	●	●	●	●
121	STARMIE	●	●	●	●	●	●
122	MR. MIME	●	●	●	●	●	●
123	SCYTHER	●		●	●	●	●
124	JYNX	●	●		●	●	●
125	ELECTABUZZ	●			●	●	●
126	MAGMAR		●		●	●	●
127	PINSIR		●	●	●	●	●
128	TAUROS	●	●	●	●	●	●
129	MAGIKARP	●	●	●	●	●	●
130	GYARADOS	●	●	●	●	●	●
131	LAPRAS	●	●	●	●	●	●
132	DITTO	●	●	●	●	●	●
133	EEVEE	●	●	●	●	●	●
134	VAPOREON	●	●	●	●	●	●
135	JOLTEON	●	●	●	●	●	●
136	FLAREON	●	●	●	●	●	●
137	PORYGON	●	●	●	●	●	●
138	OMANYTE	●	●	●			
139	OMASTAR	●	●	●			
140	KABUTO	●	●	●			
141	KABUTOPS	●	●	●			
142	AERODACTYL	●	●	●	●	●	●
143	SNORLAX	●	●	●	●	●	●
144	ARTICUNO	●	●	●			
145	ZAPDOS	●	●	●			
146	MOLTRES	●	●	●			
147	DRATINI	●	●	●	●	●	●
148	DRAGONAIR	●	●	●	●	●	●
149	DRAGONITE	●	●	●	●	●	●
150	MEWTWO	●	●	●			
151	MEW						
152	CHIKORITA				●	●	●
153	BAYLEEF				●	●	●
154	MEGANIUM				●	●	●
155	CYNDAQUIL				●	●	●
156	QUILAVA				●	●	●
157	TYPHLOSION				●	●	●
158	TOTODILE				●	●	●
159	CROCONAW				●	●	●
160	FERALIGATR				●	●	●
161	SENTRET				●	●	●
162	FURRET				●	●	●
163	HOOTHOOT				●	●	●
164	NOCTOWL				●	●	●
165	LEDYBA					●	●
166	LEDIAN					●	●
167	SPINARAK				●		●
168	ARIADOS				●		●
169	CROBAT				●	●	●
170	CHINCHOU				●	●	●
171	LANTURN				●	●	●
172	PICHU				●	●	●
173	CLEFFA				●	●	●
174	IGGLYBUFF				●	●	●
175	TOGEPI				●	●	●
176	TOGETIC				●	●	●
177	NATU				●	●	●
178	XATU				●	●	●
179	MAREEP				●	●	
180	FLAAFFY				●	●	
181	AMPHAROS				●	●	
182	BELLOSSOM				●	●	●
183	MARILL				●	●	●
184	AZUMARILL				●	●	●
185	SUDOWOODO				●	●	●
186	POLITOED				●	●	●
187	HOPPIP				●	●	●
188	SKIPLOOM				●	●	●
189	JUMPLUFF				●	●	●
190	AIPOM				●	●	●
191	SUNKERN				●	●	●
192	SUNFLORA				●	●	●
193	YANMA				●	●	●
194	WOOPER				●	●	●
195	QUAGSIRE				●	●	●
196	ESPEON				●	●	●
197	UMBREON				●	●	●
198	MURKROW				●	●	●
199	SLOWKING				●	●	●
200	MISDREAVUS				●	●	●
201	UNOWN				●	●	●
202	WOBBUFFET				●	●	●
203	GIRAFARIG				●	●	
204	PINECO				●	●	●
205	FORRETRESS				●	●	●
206	DUNSPARCE				●	●	●
207	GLIGAR				●		●
208	STEELIX				●	●	●
209	SNUBBULL				●	●	●
210	GRANBULL				●	●	●
211	QWILFISH				●	●	●
212	SCIZOR				●	●	●
213	SHUCKLE				●	●	●
214	HERACROSS				●	●	●
215	SNEASEL				●	●	●
216	TEDDIURSA				●		●
217	URSARING				●		●
218	SLUGMA				●	●	●
219	MAGCARGO				●	●	●
220	SWINUB				●	●	●
221	PILOSWINE				●	●	●
222	CORSOLA				●	●	●
223	REMORAID				●	●	
224	OCTILLERY				●	●	
225	DELIBIRD					●	●
226	MANTINE				●		●
227	SKARMORY					●	●
228	HOUNDOUR				●	●	●
229	HOUNDOOM				●	●	●
230	KINGDRA				●	●	●
231	PHANPY					●	●
232	DONPHAN					●	●
233	PORYGON2				●	●	●
234	STANTLER				●	●	●
235	SMEARGLE				●	●	●
236	TYROGUE				●	●	●
237	HITMONTOP				●	●	●
238	SMOOCHUM				●	●	●
239	ELEKID				●	●	●
240	MAGBY				●	●	●
241	MILTANK				●	●	●
242	BLISSEY				●	●	●
243	RAIKOU				●	●	●
244	ENTEI				●	●	●
245	SUICUNE				●	●	●
246	LARVITAR				●	●	●
247	PUPITAR				●	●	●
248	TYRANITAR				●	●	●
249	LUGIA				●	●	●
250	HO-OH				●	●	●
251	CELEBI						

Walk-Through

Using the Walk-Through

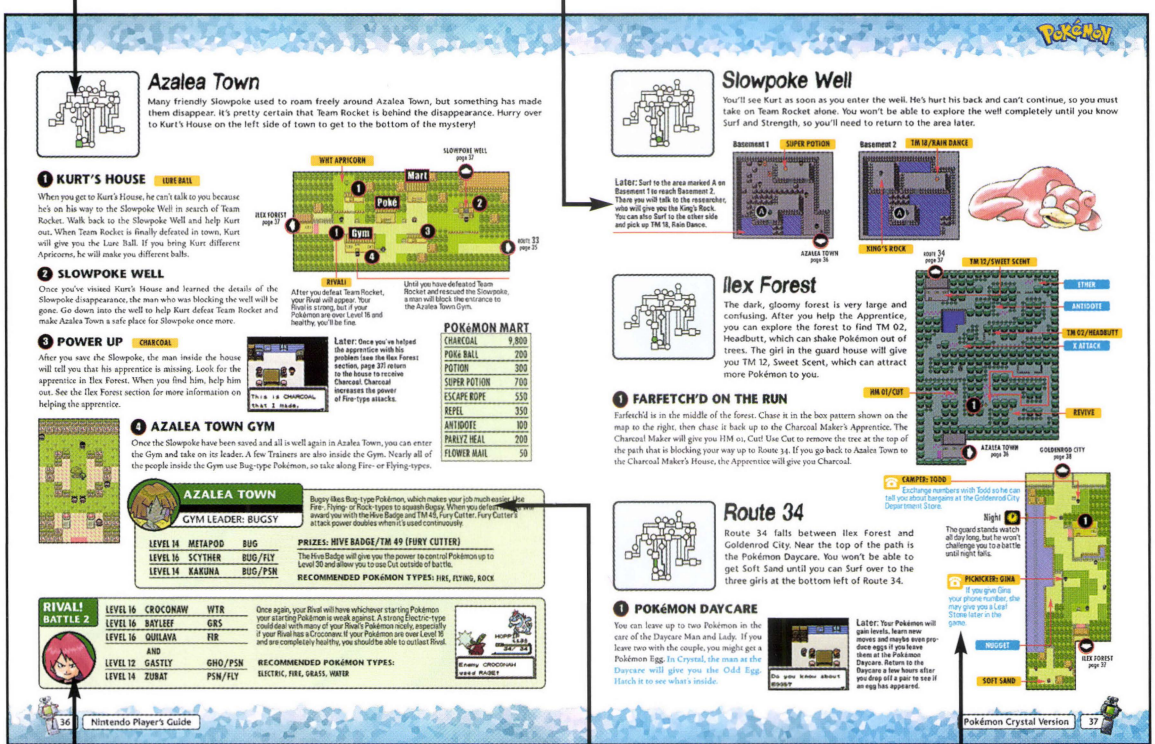
The Walk-through is your step-by-step guide to Pokémon Crystal, Gold and Silver. Most of the information in the Walk-through applies to all three games, but some of it is just for Pokémon Crystal. Read the key below to understand all the different types of information provided in the Walk-through.



WORLD MAP

The World Map displays where the cities, towns, routes, islands and caves are located in relation to the entire area of either Johto or Kanto.

Later: Any events that occur in a particular area some time after your first visit to that area are highlighted with the "Later" label.



RIVAL

Every Rival battle is set off in its own box. Each box shows the Pokémon your Rival will use in battle.

GYM LEADER

The Gym Leader boxes are always labeled for quick and easy reference and contain info on which Pokémon to use in battle and other tips.

CRYSTAL ONLY

Any events that happen only in Crystal appear in blue type.

MAP KEY

ROUTE 29 page 30 — The arrows point to adjacent areas not pictured

Poké — Pokémon Center

Gym — Pokémon Gym

Mart — Pokémon Mart

PHONE CALL — The Phone Icon next to a person's name indicates that you can exchange numbers with him or her to keep in touch. Blue phones point out Trainers in Crystal only. Yellow phones point out Trainers in Gold, Silver and Crystal. Red phones point out Trainers in Gold and Silver only.

A — Doors that link rooms or that should be opened in order are marked with letters starting with "A."

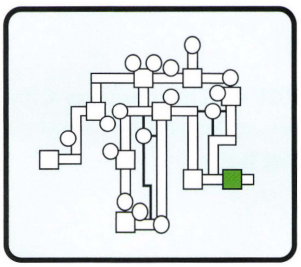
RIVAL! — The location of your Rival in the area is marked with an exclamation point on the map.

ITEMS — The yellow labels point out the locations of items in Gold, Silver and Crystal.

ITEMS — The red labels point out the locations of items in Gold and Silver only.

ITEMS — The blue labels point out the locations of items in Crystal only.

Some items and people may appear in slightly different locations from the ones shown on the maps in this book.



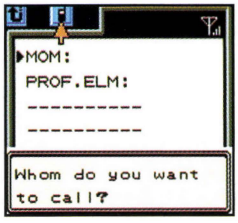
New Bark Town

Your hometown of New Bark Town may be small, but it's packed with places, people and items that are extremely important to you. Your adventure begins with an errand that your neighbor, Professor Elm, asks you to run for him. He gives you a wonderful gift for helping him!

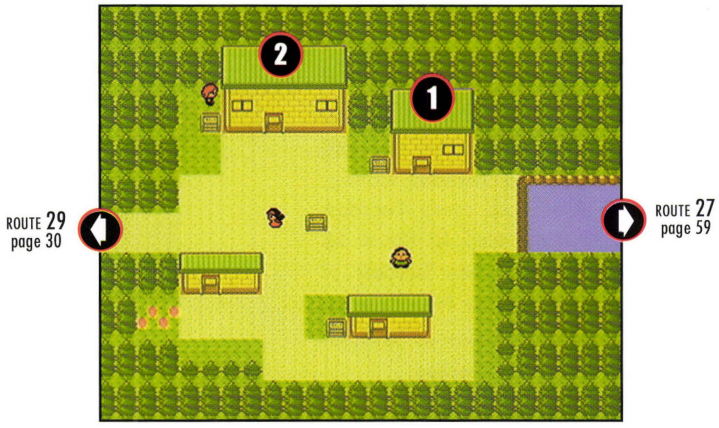
1 ON THE HOME FRONT

POKé GEAR

The very first item you will receive is your Pokégear, which your mother says is back from the repair shop. The Pokégear is a multifunctional device that initially acts as a phone. With it, you can call important people like your mother or your neighbor, Professor Elm. Your mother will explain how to use the device, and she'll also help you set the day of the week. After she's done helping you, your mother will send you to Professor Elm's lab.



Before your mom sends you over to Professor Elm's lab, she will give you the Pokégear and her phone number, so you can call her anytime you'd like.



Later: While you're on your journey, your Mom will help you save your money if you want her to. You can't lose money your mom keeps for you, and you can ask her for the saved money when you run low. Your mom loves to shop, and she will call you when she's purchased something new. Sometimes she buys helpful items, like Potion or Repel, and sometimes she just buys decorations for your room.

Your mom likes buying fun Pokémon stuff for your room, like the Charmander and Snorlax dolls, and you can use them to decorate. When you're in your room, choose Decoration from your PC's menu to arrange the objects.

2 PROFESSOR ELM'S LAB

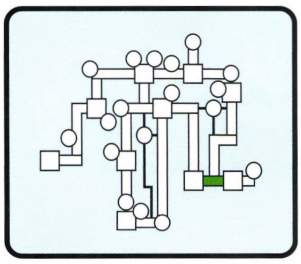
POTION **POKé BALL x5** **MASTER BALL** **EVERSTONE** **S.S. TICKET**

Professor Elm asks you to visit Mr. Pokémon on Route 30 to pick up an interesting item. He offers you one of his Pokémon—Chikorita, Cyndaquil or Totodile—to keep you company on your journey. The professor will call you several times during your adventure, and each time he will have one of the gifts listed above for you. The lab assistants will give you your first five Poké Balls after you return from the errand. After you win your eighth badge in Johto, Professor Elm will call you back to the lab and give you the Master Ball. Once you have defeated the Elite Four, Professor Elm will give you the S.S. Ticket so you can continue on to Kanto.

You may notice a red-haired person peering into the windows of Professor Elm's lab. If you start a conversation, you will annoy him and he will literally kick you out of his way.

Professor Elm will let you choose one of his three rare Pokémon to be your companion on the way to Mr. Pokémon's house. Choose wisely.

Later: Right after you complete the errand, Professor Elm will call and ask you to rush back to the lab. He's too upset to tell you what happened, but you'll soon find out. On your way back to the lab, the mean, red-haired person will challenge you to a battle, and the Pokémon he's using will certainly seem familiar. It turns out that he stole the Pokémon from Professor Elm. That's no way to behave!



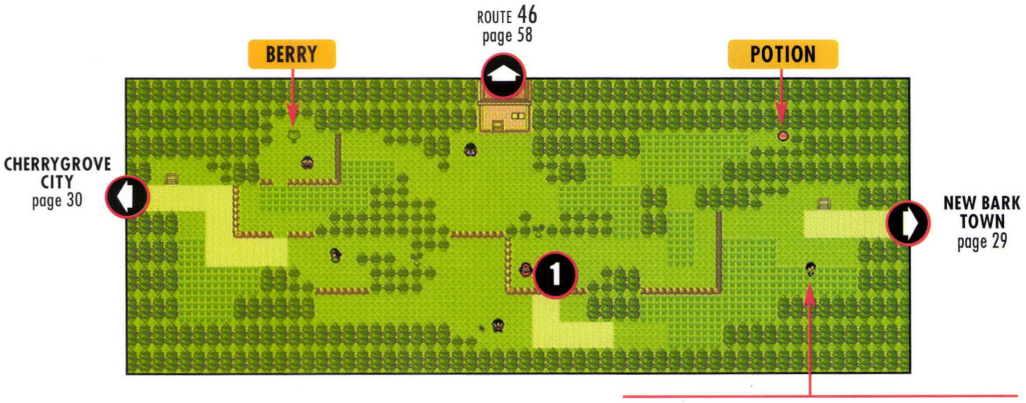
Route 29

Route 29 is a long and winding road that will eventually drop you off in Cherrygrove City. You have to walk through tall grass to make it to your next destination, so be ready to battle with some Pokémon! Unfortunately, you can't catch them without Poké Balls.

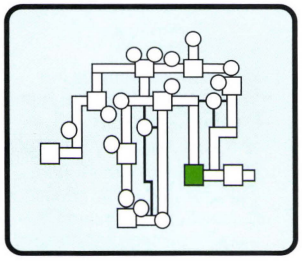
1 THE DAY SIBLINGS

PINK BOW

There are seven siblings who are located at various points in Johto. After you defeat Violet City's Gym leader, they will appear. Tuscany, the Tuesday sibling, appears on Route 29 every Tuesday. Remember to come back to Route 29 any Tuesday to meet her. Tuscany of Tuesday will give you the Pink Bow, an item that boosts the power of Normal-type moves, when you find her.



Later: After you complete Elm's errand, this person will explain how to use a Poké Ball.

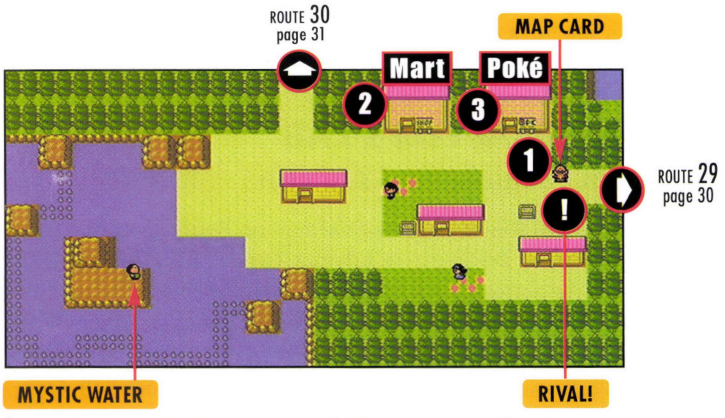


Cherrygrove City

Cherrygrove City has a Pokémon Mart and Pokémon Center, but it doesn't have a Gym. You will have to brawl in the city, however, so try to battle as many wild Pokémon as possible to build up your starting Pokémon and make it fighting fit.

1 TAKE THE TOUR

An old man will offer to show you around Cherrygrove City. It may seem like a small town, but take him up on his offer anyway, especially if you haven't played a Pokémon game before. After the nice older gentleman is finished showing you the sights, he will reward you with a Map Card for your Pokégear, so you'll have a map of Johto with you at all times. To use the map, hit the Start Button, select Pokégear from the menu then choose the Map icon.



Later: Once your Pokémon can learn Surf and use it outside of battles, head over to the island and talk to the fisherman. He will give you Mystic Water, which powers up Water moves.

2 POKéMON MART

The Pokémon Mart is a good place to stock up on items that you need to become a great Pokémon Trainer. If you visit the Pokémon Mart before you finish your errand for Professor Elm, you will not be able to buy Poké Balls. You can purchase other goods, however, if you wish to spend your money.

POKéMON MART	
POTION	300
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
POKé BALL	200

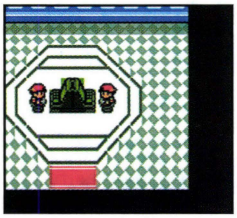
Later: After you've successfully completed Professor Elm's errand, you can go back to the Pokémon Mart and purchase as many Poké Balls as you can afford. You must use the Poké Balls to catch Pokémon in the wild to bulk up your traveling party.

3 POKéMON CENTER

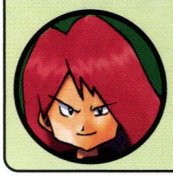
If you have never been to a Pokémon Center before, you're in for a treat. Pokémon Centers are located in nearly every town, and they are a great resource for Pokémon Trainers of all skill levels. You can ask the nurse at the desk to heal your Pokémon back to perfect health and you can use the PC there to access your PC, where you store your items, and Bill's PC, where you store your Pokémon.

The Pokémon Center is the perfect place to get your Pokémon and items in order. You can also heal your Pokémon when they are tired and hurt from battle.

Later: The second floor of every Pokémon Center has several areas that you won't be able to use until you've finished your errand for Professor Elm. The first area is the Cable (Pokémon) Club Trade Center, where you can use the Game Link Cable to trade Pokémon with a friend who has Pokémon Gold, Silver or Crystal. The other is the Cable Club Battle Center, where you can battle with a friend who has Pokémon Gold, Silver or Crystal.



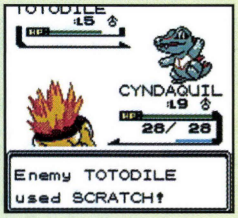
RIVAL! BATTLE 1

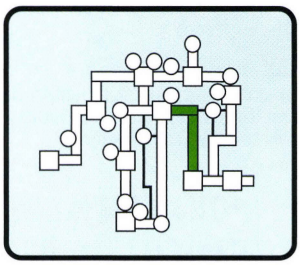


Meet Your Rival

On your way back to Professor Elm's lab, you will run into your Rival in Cherrygrove City. His Pokémon will be whichever of the starting Pokémon your starting Pokémon is weak against, but it will be only at Level 5, so as long as you've beaten a bunch of wild Pokémon, you will win.

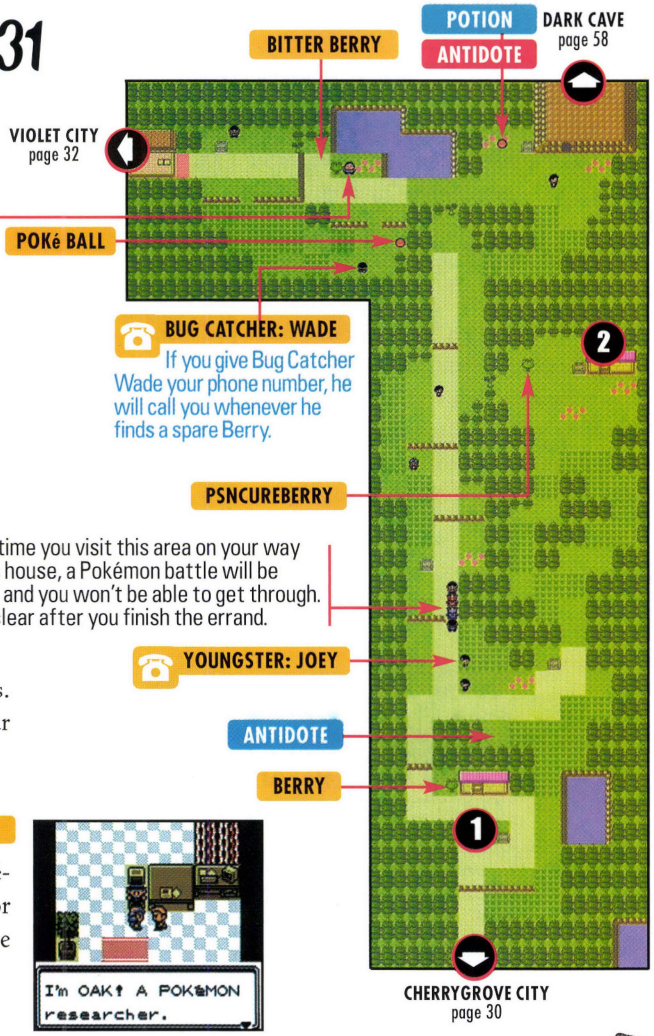
- **CHIKORITA** — LEVEL 5 — CYNDAQUIL — FIRE
- **CYNDAQUIL** — LEVEL 5 — TOTODILE — WATER
- **TOTODILE** — LEVEL 5 — CHIKORITA — GRASS





Route 30 & Route 31

Routes 30 and 31 are uncomplicated roads, but you'll have to wander off the path to make it to Mr. Pokémon's house to finish Professor Elm's errand. You'll wander through tall grass again, which will help your Pokémon become strong—if you win.

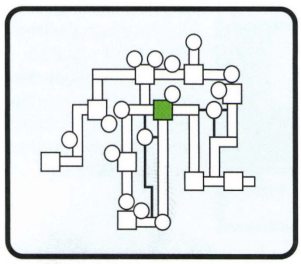


1 BERRY GOOD! BERRY

A man inside the house will tell you about the healing properties of Berries. Search the tree outside the house with the A Button to find another Berry. Your Pokémon can hold Berries to heal themselves!

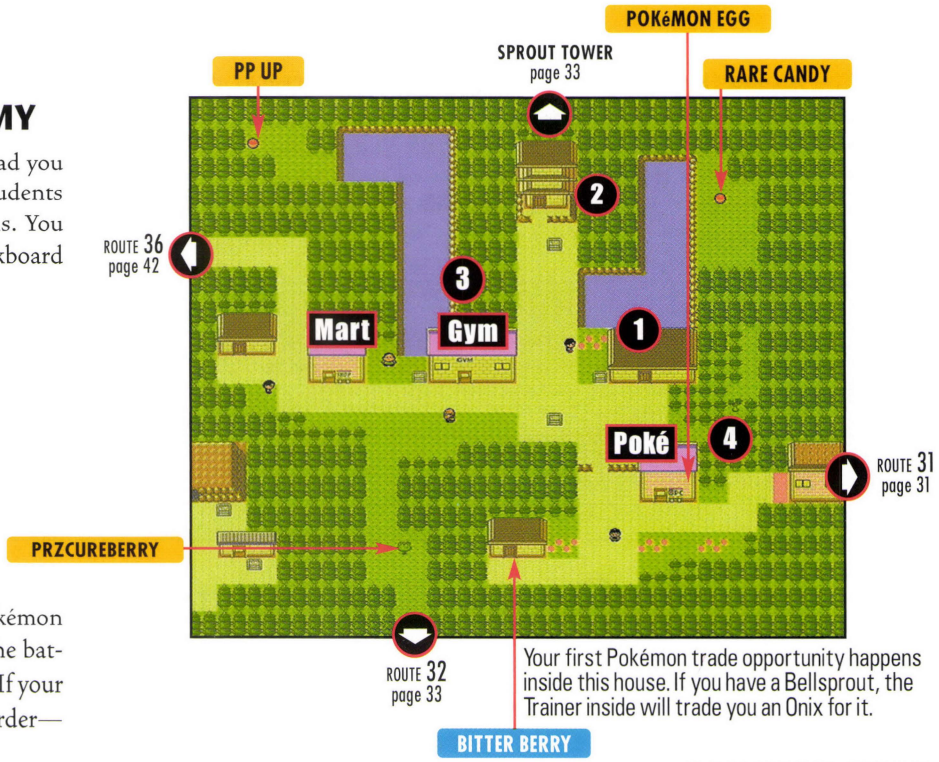
2 MR. POKéMON MYSTERY EGG POKéDEX EXP. SHARE

Mr. Pokémon will give you the Mystery Egg to take to Professor Elm. Mr. Pokémon's friend, Professor Oak, will give you a Pokédex. As you're leaving, Professor Elm will call you and ask that you return to the lab on the double. Later, trade the Red Scale from the Lake of Rage to Mr. Pokémon for Exp. Share.



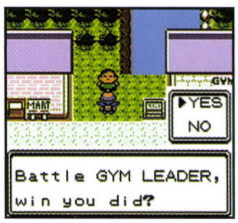
Violet City

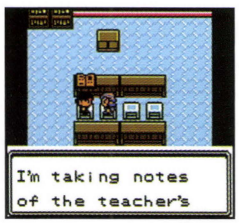
Violet City is the first city you'll visit that has a Gym in it. You don't want to rely on just one Pokémon for a Gym Leader battle, so you'd better catch and raise some wild Pokémon to fill out your party. You won't be able to reach the items above the city until you have Surf.



1 EARL'S POKéMON ACADEMY

If you talk to the man next to the Gym, he will lead you to his Pokémon Academy, where he teaches his students some basic Pokémon battling and raising lessons. You can also learn a lot from the writing on the blackboard and the other students. Study hard!



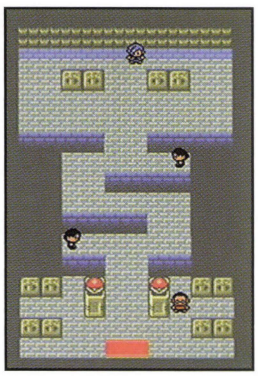


2 SPROUT TOWER

The Sprout Tower is a good place to train your Pokémon and yourself. If your Pokémon are over Level 10, the battles against the Grass-types won't be very difficult. If your Pokémon aren't at Level 10, it might be a little harder—unless you started with Cyndaquil.

3 VIOLET CITY GYM

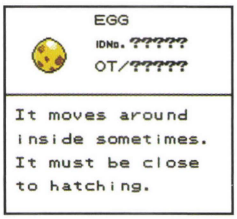
It's your first Gym battle, so be careful. There are two Gym Members and one Gym Leader for you to fight, but you don't have to fight them without a break. If your Pokémon get too weak, take them to the Pokémon Center and heal them between battles, so they're able to continue.



Your first Pokémon trade opportunity happens inside this house. If you have a Bellsprout, the Trainer inside will trade you an Onix for it.

4 POKéMON EGG

After you beat the Violet City Gym Leader, you will get a call from Professor Elm asking you to meet his assistant in the Violet City Pokémon Center. The assistant will give you the Pokémon Egg you delivered to Elm, because it needs to be near active Pokémon to hatch. Put it in your party and keep it safe.



POKéMON MART

POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
X DEFEND	550
X ATTACK	500
X SPEED	350
FLOWER MAIL	50

VIOLET CITY

GYM LEADER: FALKNER

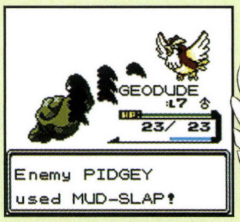
LEVEL 7	PIDGEY	NRM/FLY
LEVEL 9	PIDGEOTTO	NRM/FLY

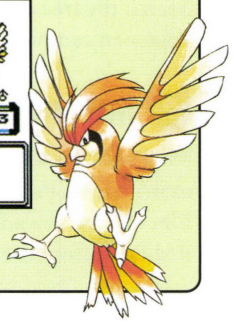
The battle with Falkner won't be a problem if you pick up an Onix in a trade. Falkner uses Normal-and-Flying-types Pidgey and Pidgeotto, which don't do well against Rock-types. They're especially vulnerable to Electric-types, but you probably won't have one this early in the game.

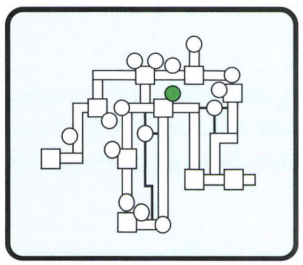
PRIZES: ZEPHYR BADGE/TM 31 (MUD-SLAP)

When you beat Falkner, he will award you the Zephyr Badge and TM 31, Mud-Slap. You can use a TM only once.

RECOMMENDED POKéMON TYPES: ROCK

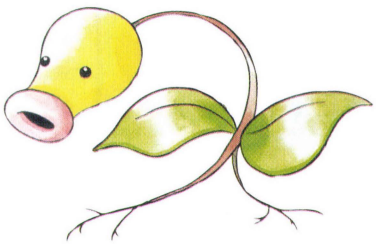




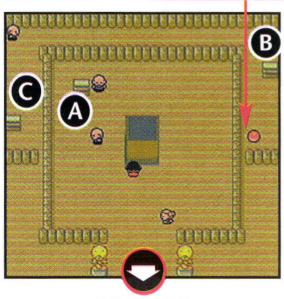


Sprout Tower

The magical Sprout Tower is rumored to have a giant Bellsprout stalk as its center column. Many monks devoted to Grass-types train in Sprout Tower, but you should be able to handle them. You may want to use the Escape Rope to leave the tower, or you can climb down.



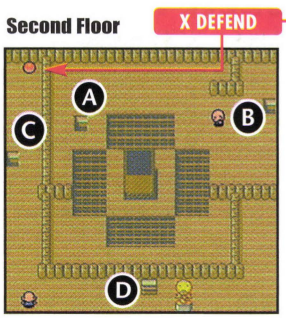
First Floor

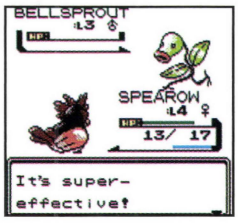


Follow the marked staircases to make your way up Sprout Tower. You can pick up Parlyz Heal on the right side of the first floor.

VIOLET CITY
page 32

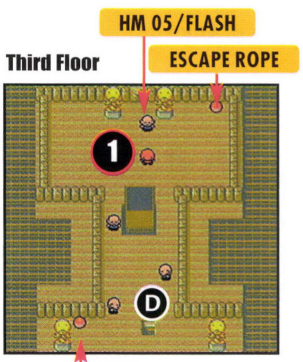
Second Floor





The monks will fight with mainly Grass-types, and they seem particularly fond of Bellsprout. Your Rock-, Water-, Grass- and Ground-types won't fare well against the monks' Pokémon, unless you've trained them to Level 10 or above. Flying- or Fire-types will have no trouble at all. In Gold and Silver, you can find X Defend on the second floor. If you're playing Crystal, you'll find X Accuracy instead.

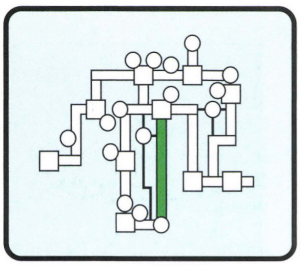
Third Floor



1 THE ELDER

The third floor has several monks and their leader, the Elder. You will see your Rival briefly, but he leaves quickly. If you beat the Elder, he will give you HM 05, Flash, which will help you see inside dark caves. You need the Zephyr Badge to use Flash outside of battle.

Your Rival thinks the Elder is weak. He's not much of a challenge if you have a Flying- or Fire-type along with you. Don't use a Rock-type unless you want to lose.



Route 32

Many of the Trainers you'll meet up with on Route 32 will be using Water-type Pokémon, and the caves have lots of wild Rock-types, so it's best to move your Grass-type Pokémon to the top of your party. That way, you'll always have the advantage when a battle begins.

1 FRIEDA OF FRIDAY

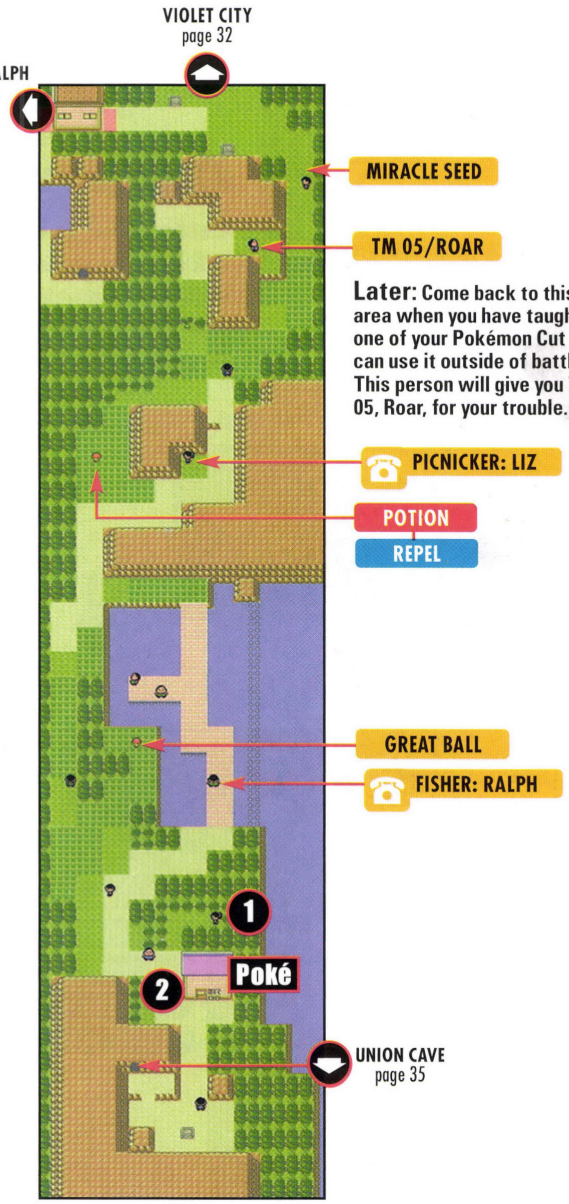
POISON BARB

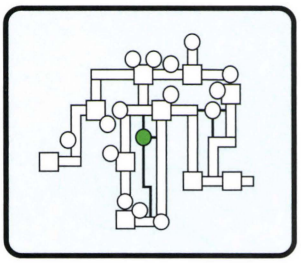
Every Friday, one of the Day siblings, Frieda of Friday, will be standing in the forest, waiting to talk to you. She will present you with Poison Barb, an item that makes a Pokémon's Poison-type attacks stronger.

2 GONE FISHING

OLD ROD

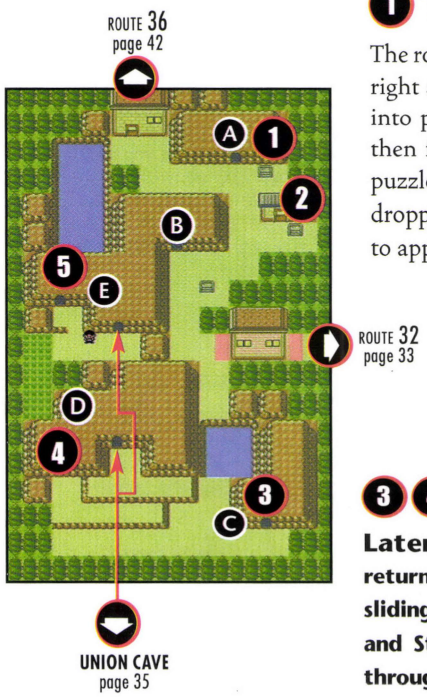
Talk to the man closest to the healing machine inside the Pokémon Center. He will offer you one of his fishing poles, the Old Rod. With the Old Rod, you can walk up to water and start fishing for Water-type Pokémon.





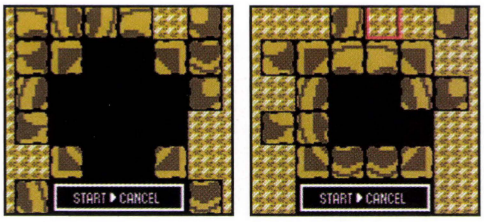
Ruins of Alph

The Ruins of Alph house an interesting archaeological site that is over 1,500 years old. It's being studied by scientists trying to unlock its secrets. What could the mysterious writing that covers the walls mean? Until you can use Surf and Strength, you won't be able to explore the entire area to find out.



1 THE FIRST PUZZLE ROOM

The room has a puzzle in its center. Read the hint on the right side of the stone tiles to help you slide the pieces into position. Start with the corners, then the border, then finish with the inner pieces. When you solve the puzzle, a hole will open in the floor. Once you've dropped down the hole, the Unown Pokémon will start to appear in the ruins.



The tiles are very faintly colored, and when they're put together correctly, you'll see a picture of a Kabuto.

2 ALPH LAB

Catch at least three differently shaped Unown and show them to the researchers inside the lab. One will alter your Pokédex so that you can keep track of the Unown that you catch. They will be listed in the order that you catch them in. There are many different types of Unown.

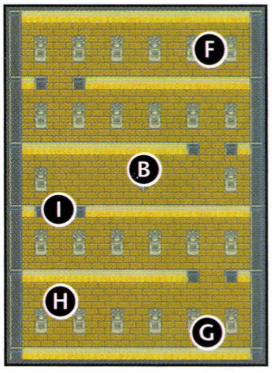
3 4 5 PUZZLE ROOM

Later: Once you can use Surf, you can return to these caves to solve three more sliding rock puzzles. You can also use Surf and Strength to get to rooms 4 and 5 through Union Cave. Try to solve all four of the puzzles in the puzzle rooms if you can.

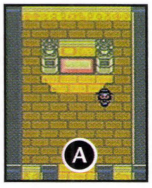
6 ITEMS AND INSCRIPTIONS

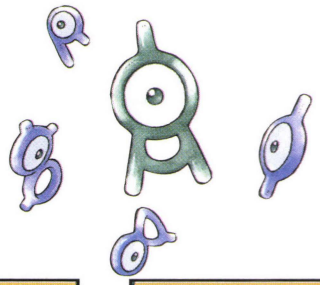
As you'll discover in Crystal, there are many secrets beyond the four puzzle rooms. You'll find a different cryptic inscription on the back wall of each room. The inscription in the first puzzle room directs you to use your Escape Rope then reenter the room to open a doorway to a special room. Pick up four items in the room then jump into the hole to reach another room with an Unown message. Use Flash to open the door in room 3. If you possess the Water Stone, the door will automatically open in room 4. Make Ho-oh your lead Pokémon to open the door in room 5.

Gold, Silver & Crystal

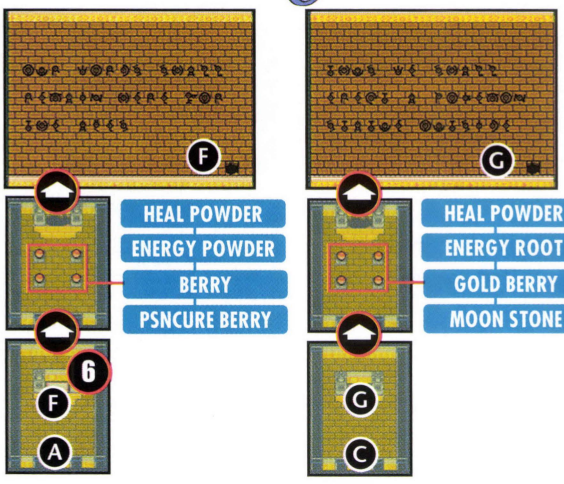


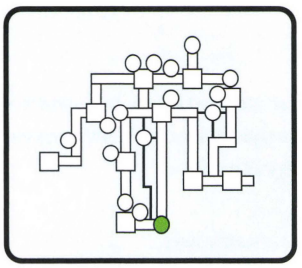
Gold, Silver





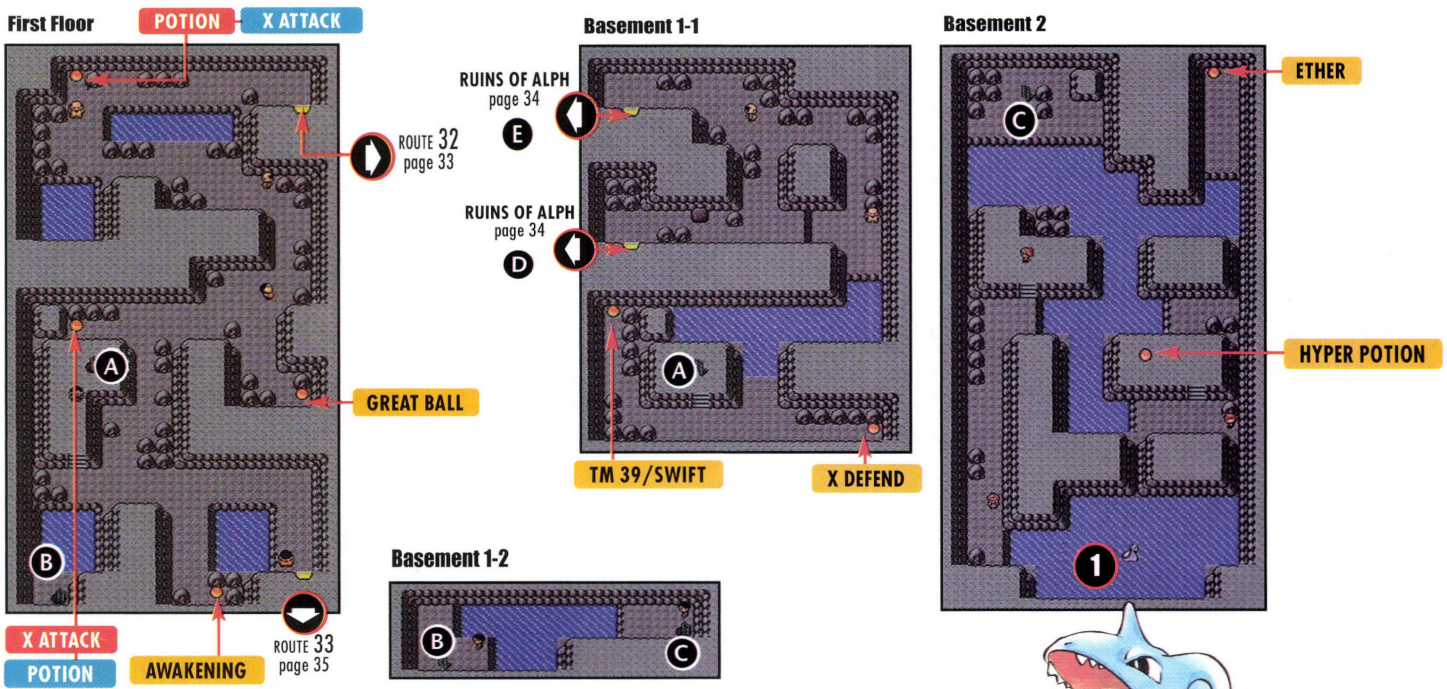
Crystal





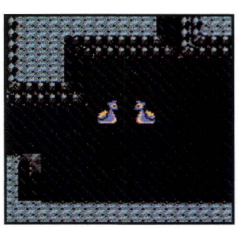
Union Cave

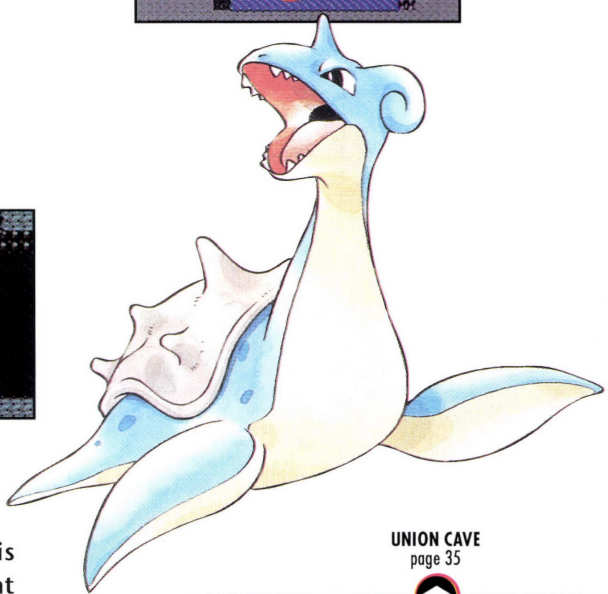
When you first visit Union Cave, you probably won't be able to use Surf and Strength, which you need to use to get around the entire cave. You will be able to explore the first floor and the area marked Basement 1-1, though, and you should talk to everyone you see. Some people have very interesting information.

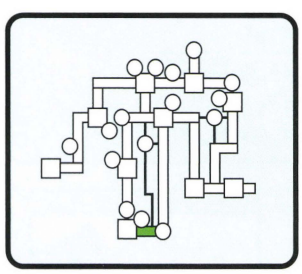


1 LAPRAS

Once you can use Surf, enter the second Basement level of Union Cave on a Friday. It is the only place to find Lapras, the Water-and-Ice-type. Lapras will continue to appear there, even after you catch it.

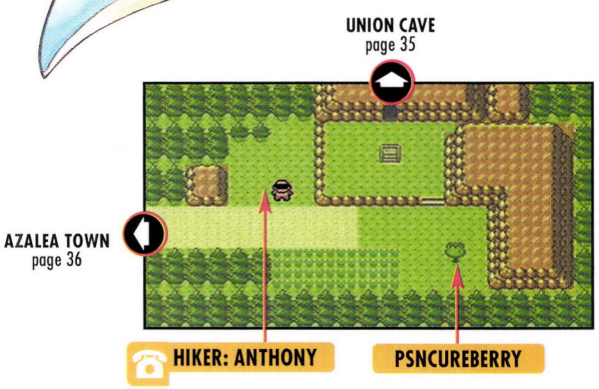


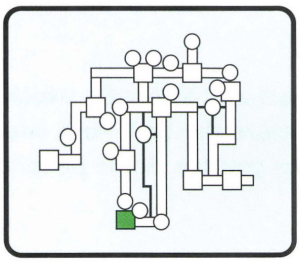




Route 33

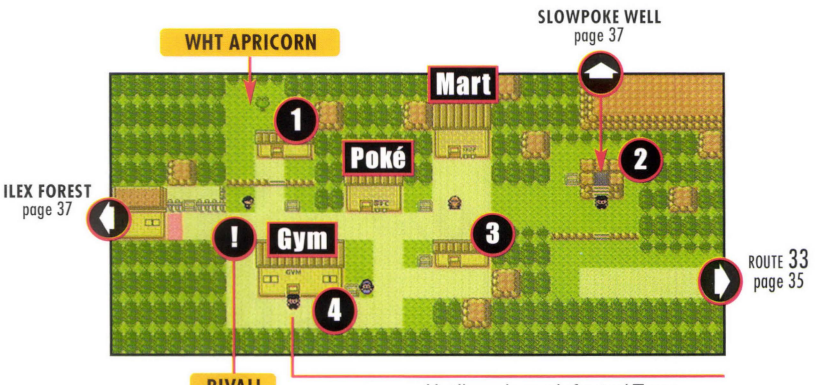
Route 33 is extremely short, but there is one Trainer along the way who will want to battle. When you beat the Trainer, he will offer to give you his phone number. Take it to see what he has to tell you later on. Check the tree for a Psncureberry—it will come in handy.





Azalea Town

Many friendly Slowpoke used to roam freely around Azalea Town, but something has made them disappear. It's pretty certain that Team Rocket is behind the disappearance. Hurry over to Kurt's House on the left side of town to get to the bottom of the mystery!



After you defeat Team Rocket, your Rival will appear. Your Rival is strong, but if your Pokémon are over Level 16 and healthy, you'll be fine.

Until you have defeated Team Rocket and rescued the Slowpoke, a man will block the entrance to the Azalea Town Gym.

1 KURT'S HOUSE — LURE BALL

When you get to Kurt's House, he can't talk to you because he's on his way to the Slowpoke Well in search of Team Rocket. Walk back to the Slowpoke Well and help Kurt out. When Team Rocket is finally defeated in town, Kurt will give you the Lure Ball. If you bring Kurt different Apricorns, he will make you different balls.

2 SLOWPOKE WELL

Once you've visited Kurt's House and learned the details of the Slowpoke disappearance, the man who was blocking the well will be gone. Go down into the well to help Kurt defeat Team Rocket and make Azalea Town a safe place for Slowpoke once more.

3 POWER UP — CHARCOAL

After you save the Slowpoke, the man inside the house will tell you that his apprentice is missing. Look for the apprentice in Ilex Forest. When you find him, help him out. See the Ilex Forest section for more information on helping the apprentice.

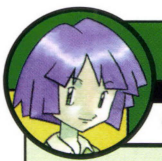
Later: Once you've helped the apprentice with his problem (see the Ilex Forest section, page 37) return to the house to receive Charcoal. Charcoal increases the power of Fire-type attacks.

POKéMON MART

CHARCOAL	9,800
POKé BALL	200
POTION	300
SUPER POTION	700
ESCAPE ROPE	550
REPEL	350
ANTIDOTE	100
PARLYZ HEAL	200
FLOWER MAIL	50

4 AZALEA TOWN GYM

Once the Slowpoke have been saved and all is well again in Azalea Town, you can enter the Gym and take on its leader. A few Trainers are also inside the Gym. Nearly all of the people inside the Gym use Bug-type Pokémon, so take along Fire- or Flying-types.



AZALEA TOWN
GYM LEADER: BUGSY

Bugsy likes Bug-type Pokémon, which makes your job much easier. Use Fire-, Flying- or Rock-types to squash Bugsy. When you defeat him, he will award you with the Hive Badge and TM 49, Fury Cutter. Fury Cutter's attack power doubles when it's used continuously.

LEVEL 14	METAPOD	BUG
LEVEL 16	SCYTHER	BUG/FLY
LEVEL 14	KAKUNA	BUG/PSN

PRIZES: HIVE BADGE/TM 49 (FURY CUTTER)

The Hive Badge will give you the power to control Pokémon up to Level 30 and allow you to use Cut outside of battle.

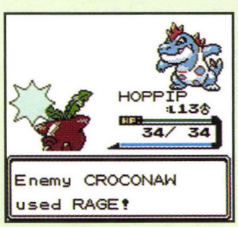
RECOMMENDED POKéMON TYPES: FIRE, FLYING, ROCK

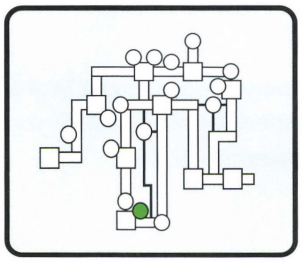
RIVAL! BATTLE 2

LEVEL 16	CROCONAW	WTR
LEVEL 16	BAYLEEF	GRS
LEVEL 16	QUILAVA	FIR
	AND	
LEVEL 12	GASTLY	GHO/PSN
LEVEL 14	ZUBAT	PSN/FLY

Once again, your Rival will have whichever starting Pokémon your starting Pokémon is weak against. A strong Electric-type could deal with many of your Rival's Pokémon nicely, especially if your Rival has a Croconaw. If your Pokémon are over Level 16 and are completely healthy, you should be able to outlast Rival.

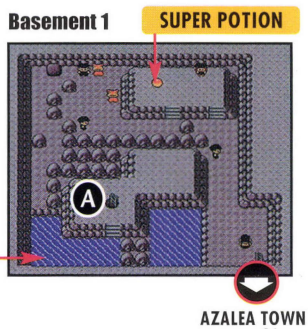
RECOMMENDED POKéMON TYPES:
ELECTRIC, FIRE, GRASS, WATER



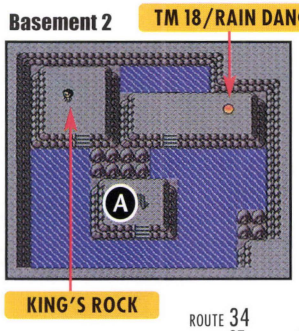


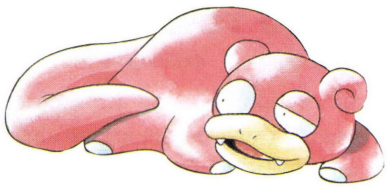
Slowpoke Well

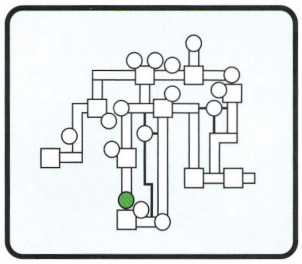
You'll see Kurt as soon as you enter the well. He's hurt his back and can't continue, so you must take on Team Rocket alone. You won't be able to explore the well completely until you know Surf and Strength, so you'll need to return to the area later.



Later: Surf to the area marked A on Basement 1 to reach Basement 2. There you will talk to the researcher, who will give you the King's Rock. You can also Surf to the other side and pick up TM 18, Rain Dance.

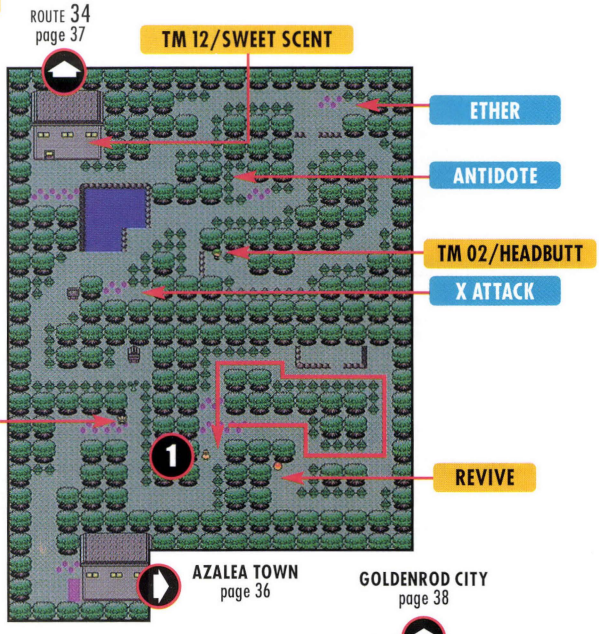






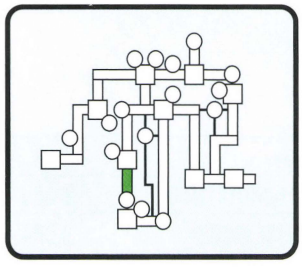
Ilex Forest

The dark, gloomy forest is very large and confusing. After you help the Apprentice, you can explore the forest to find TM 02, Headbutt, which can shake Pokémon out of trees. The girl in the guard house will give you TM 12, Sweet Scent, which can attract more Pokémon to you.



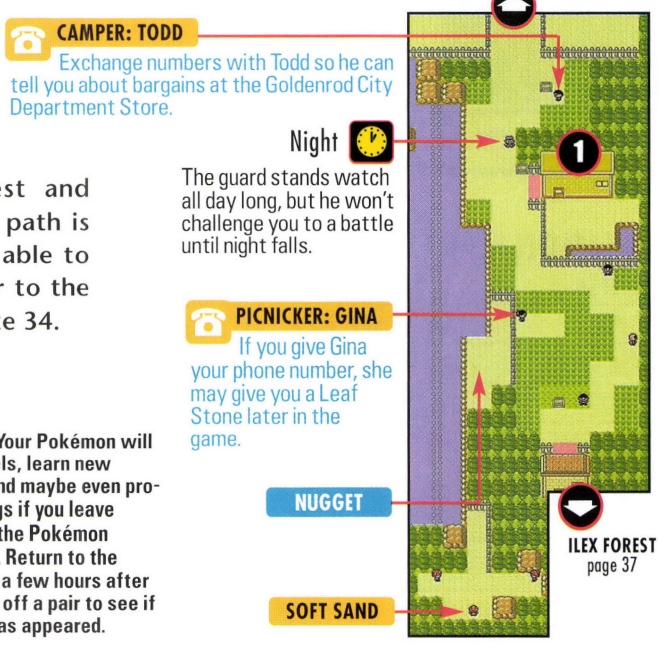
1 FARFETCH'D ON THE RUN

Farfetch'd is in the middle of the forest. Chase it in the box pattern shown on the map to the right, then chase it back up to the Charcoal Maker's Apprentice. The Charcoal Maker will give you HM 01, Cut! Use Cut to remove the tree at the top of the path that is blocking your way up to Route 34. If you go back to Azalea Town to the Charcoal Maker's House, the Apprentice will give you Charcoal.



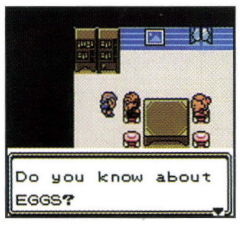
Route 34

Route 34 falls between Ilex Forest and Goldenrod City. Near the top of the path is the Pokémon Daycare. You won't be able to get Soft Sand until you can Surf over to the three girls at the bottom left of Route 34.

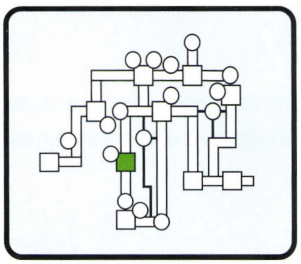


1 POKéMON DAYCARE

You can leave up to two Pokémon in the care of the Daycare Man and Lady. If you leave two with the couple, you might get a Pokémon Egg. In Crystal, the man at the Daycare will give you the Odd Egg. Hatch it to see what's inside.

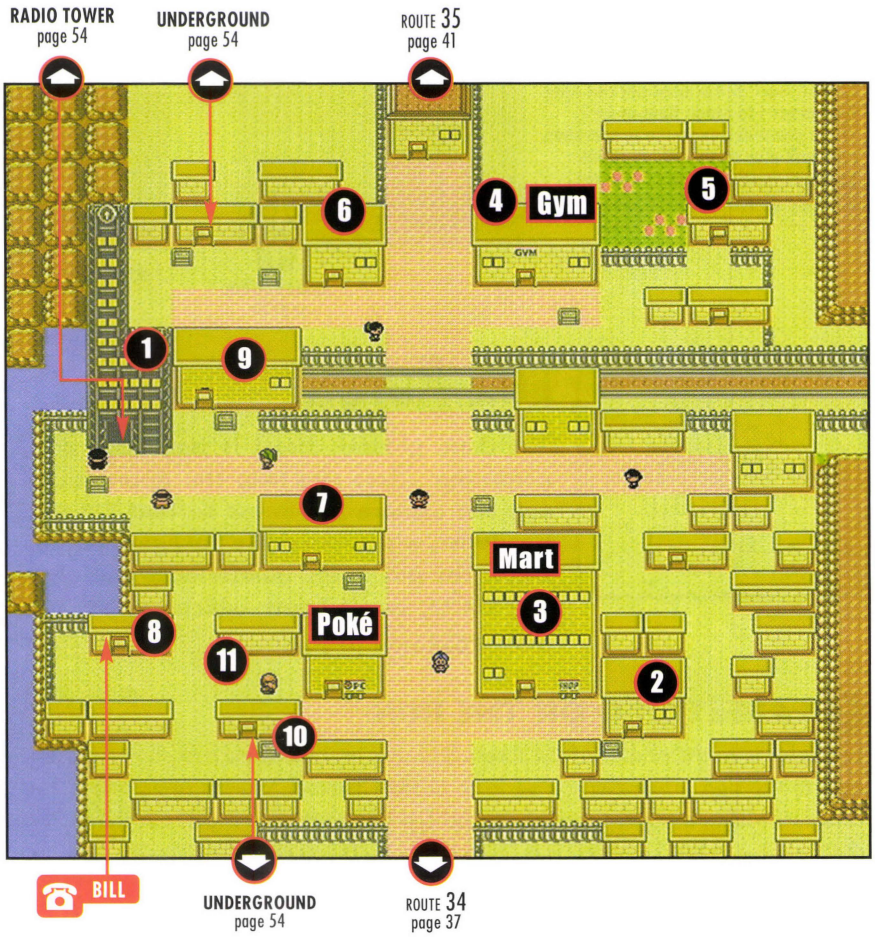


Later: Your Pokémon will gain levels, learn new moves and maybe even produce eggs if you leave them at the Pokémon Daycare. Return to the Daycare a few hours after you drop off a pair to see if an egg has appeared.



Goldenrod City

Route 34 leads to a large city that has a Radio Tower, a Bike Shop and a huge Department Store. There are many things to see and do there—make sure you've accomplished them all before you head off to the next city or route. Team Rocket can be seen skulking around the city.



1 RADIO TOWER

BLUE CARD RADIO CARD

The radio station is having a contest. Talk to the third person behind the counter to enter it. Maybe you'll win a prize! In Crystal, there is a new radio show, Buena's Password. Listen to Channel 10.5 on the radio to hear the password, then go to the tower to pick up a Blue Card. If you get the password right, you'll get a point on your card. You can trade points for cool prizes.

Once you get the Radio Card, you can listen to many radio programs, including the Lucky Channel. The program broadcasts one number a week. If your Pokémon match that ID number, you win.

Later: Trade with as many Trainers as possible during your journey to acquire Pokémon with several different ID numbers. Each week, the Lucky Channel selects a different number, so tune in to channel 8.5 regularly. If you do have a matching number, go to the Radio Tower to claim a prize.

2 BIKE SHOP

BICYCLE

When you wander into the Bike Shop, the owner will ask you to ride around on one of his bikes to show everyone how much fun it is. You can move much faster with the bike. You can register the bike by highlighting it in your Pack then choosing SEL from the menu. After that, just hit Select when you want to ride.

POKéMON MART

2nd Floor-1	
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
ICE HEAL	250

2nd Floor-2	
POKé BALL	200
GREAT BALL	600
ESCAPE ROPE	550
REPEL	350
REVIVE	1,500
FULL HEAL	600
POKé DOLL	1,000
FLOWER MAIL	50

3rd Floor	
X SPEED	350
X SPECIAL	350
X DEFEND	550
X ATTACK	500
DIRE HIT	650
GUARD SPEC.	700
X ACCURACY	950

4th Floor	
PROTEIN	9,800
IRON	9,800
CARBOS	9,800
CALCIUM	9,800
HP UP	9,800
6th Floor	
FRESH WATER	200
SODA POP	300
LEMONADE	350

5th Floor	
TM 41/THUNDERPUNCH	3,000
TM 48/FIRE PUNCH	3,000
TM 33/ICE PUNCH	3,000
TM 02/HEADBUTT*	2,000
TM 08/ROCK SMASH**	1,000

* TM 02 won't be available for purchase until you've already received it in Ilex Forest.

** TM 08 won't be available for purchase until you've already obtained it on Route 36.

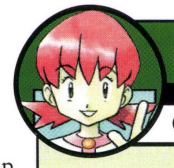
3 DEPARTMENT STORE

TM 27/RETURN | TM 21/FRUSTRATION

Talk to everyone inside the store for interesting information, including news of a woman who visits the store every Sunday and hands out TMs to Trainers. If your lead Pokémon likes you a lot, the woman will give you TM 27, Return. If not, you will get TM 21, Frustration. A boy on the fifth floor wants to trade a Drowzee (or an Abra) for a Machop. It's holding a Gold Berry. In Crystal, there is a rooftop marketplace that is open for business occasionally. It has lots of bargains.

4 GOLDENROD CITY GYM

Every Trainer in Goldenrod City Gym is female, which is interesting but doesn't change anything. Trainers are Trainers. You have to get through quite a few Trainers to reach Whitney, the tough Gym Leader. The Goldenrod girls prefer Normal-type Pokémon.



GOLDENROD CITY

GYM LEADER: WHITNEY

LEVEL 18	CLEFAIRY	NRM
LEVEL 20	MILTANK	NRM

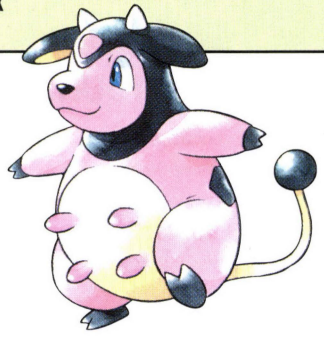
Whitney has only two Pokémon, but they're pretty powerful Normal-type Pokémon. If you've managed to train a Fighting-type of your own, you'll do well. Miltank uses an attack called Rollout that increases in power each turn. Try to take Miltank out quickly before Rollout takes you out.

PRIZES: PLAIN BADGE/TM 45 (ATTRACT)

After you beat Whitney, you'll be able to use Strength outside of battle. You will also win TM 45, Attract.

RECOMMENDED POKéMON TYPES:

FIGHTING, ROCK



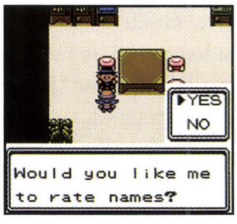
5 TREE RELIEF

SQUIRTBOTTLE

The woman inside the house has information about the tree that blocks the way to Route 36. After you beat Goldenrod City Gym Leader Whitney, go back to the house. If you've spoken to the girl near the tree, the woman will give you the Squirtbottle. You must talk to the woman's little sister near the mysterious tree so she will lead you to her big sister and the Squirtbottle in Crystal.

6 PET NAMES

A Name Rater lives in Goldenrod City. He will rate the name of the Pokémon that is first in your party and give you the option of changing that Pokémon's name. You can use the Name Rater to change the names of all your Pokémon except those you received in trade.



7 LET THE GAMES BEGIN

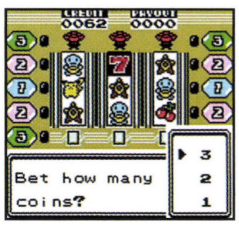
The Goldenrod City Game Corner has two games of chance for you to play. Both are pretty difficult but very fun. You can't play the games until you've picked up the Coin Case in Goldenrod City's Underground Path. Exchange some of your money for coins—then play at any of the game machines. If you win big, you'll be able to exchange your coins for the prizes shown at the right.

PRIZES: Crystal	
TM 25/THUNDER	5,500
TM 14/BLIZZARD	5,500
TM 38/FIRE BLAST	5,500
#63 ABRA	100
#104 CUBONE	800
#202 WOBBUFFET	1,500

PRIZES: Gold or Silver	
TM 25/THUNDER	5,500
TM 14/BLIZZARD	5,500
TM 38/FIRE BLAST	5,500
#63 ABRA	200
#24 EKANS (GOLD)	700
#27 SANDSHREW (SILVER)	700
#147 DRATINI	2,100

GAME 1

Stop the three revolving wheels on the Slot Machine one at a time with the A Button. If you bet three coins, you can win with any horizontal or diagonal line of three identical symbols. Bet two coins—any horizontal row wins. If you bet one coin, the three middle symbols have to match. Each symbol's payoff is shown below.



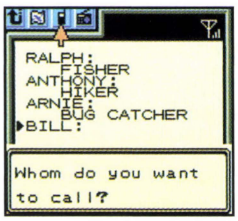
CHERRY	6	STARYU	15
PIKACHU	8	POKé BALL	50
SQUIRTLE	10	777	300

GAME 2

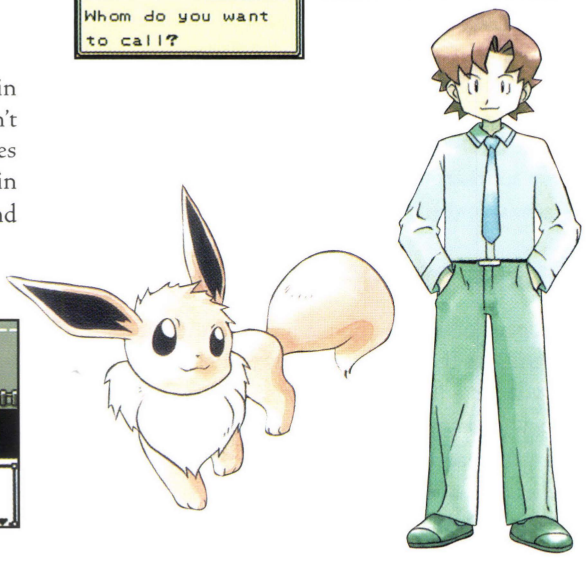
Guess which of the 24 cards has been dealt on the left in this Card Guessing Game. You have 12 tries per game, and you must bet three coins. You pick one randomly generated card with A, and it is placed on the left. Next, you choose a vertical row, a single or double horizontal row or a single card. The fewer cards you bet on, the higher the payoff. Try choosing rows at first, then, as more cards are eliminated, move to single cards. After 12 cards are eliminated, the deck is reshuffled and the game starts over.

8 BILL'S HOUSE

Bill is not home, but his mom and sister are. Bill's sister will give you his number, which you can use to see how full your current storage box on Bill's PC is. Bill will call you when you fill up your box. After you meet Bill in person, return to this house for a special treat.



Later: After you've met up with Bill in Ecruteak City, go back to his house in Goldenrod, where you will receive an Eevee.



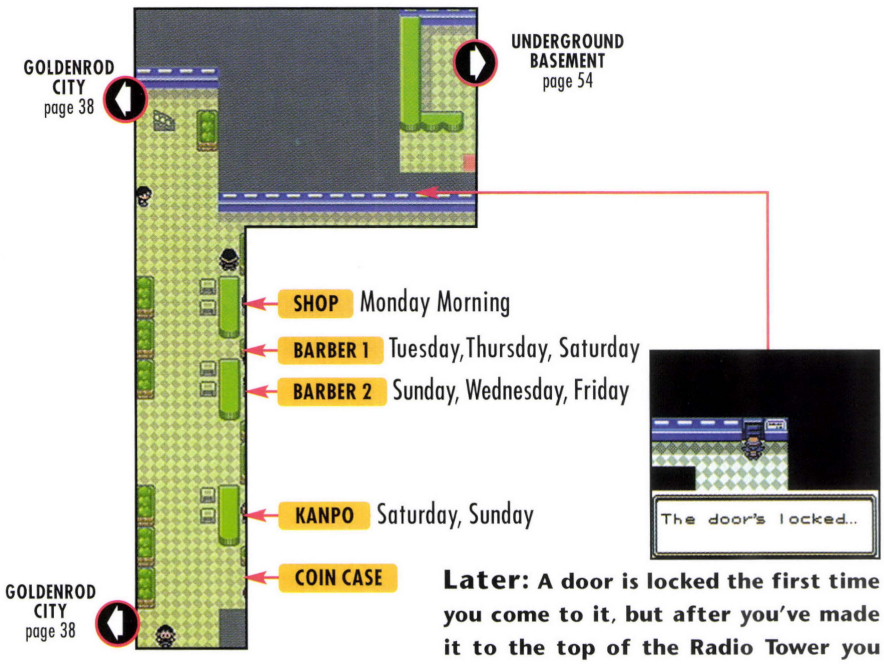
9 GOLDENROD CITY STATION

The Goldenrod City Station is a train station. The train won't be coming in for a long while, although you won't know that right away. When the Magnet Train finally does start to run, you will be able to take it to Saffron City in Kanto. But you have to fix the train's power supply and find a ticket in Kanto, and that is still a long way off.

Later: After you have fixed the problem at the Power Station in Kanto, you will need to get a Railway Pass in Saffron City. The train runs anytime you want to ride it, and it makes traveling between Johto and Kanto very easy.

10 UNDERGROUND

The Underground is a tunnel that connects several areas of Goldenrod City together. There are shops you can visit on different days in the Underground, so be sure to stop back often to try out the services they have to offer. Details about the Underground are located in the Radio Tower and Underground section on page 54.



Later: A door is locked the first time you come to it, but after you've made it to the top of the Radio Tower you will get a Key Card that lets you into the locked section of the Underground.

BARBER 1 AND BARBER 2

The Haircut Brothers are in residence on different days. Both will cut only one of your Pokémon's hair a day, so choose wisely. Pokémon are happier and friendlier after a haircut.

SHOP

The Bargain Shop is open on Monday mornings. All of its items are dirt cheap. Even if you don't need them, you can buy one of each and sell them to another shop and make a little profit. Not bad!

NUGGET	4,500
PEARL	650
BIG PEARL	3,500
STARDUST	900
STAR PIECE	4,600

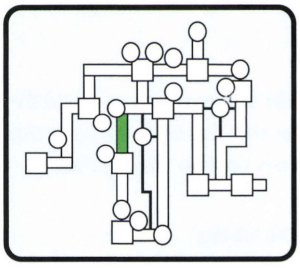
KANPO

Kanpo sells medicine at low prices, but they're bitter and your Pokémon won't like them much. Maybe the potions aren't a very good bargain. You can do better.

ENERGY POWDER	500
ENERGY ROOT	800
HEAL POWDER	450
REVIVAL HERB	2,800

11 MEET THE MOVE TUTOR

After you take on Red at Mt. Silver, a man who is wise in the ways of Pokémon will appear in front of the Goldenrod City Game Corner. For 4,000 game coins, the Move Tutor will teach a move to a Pokémon of your choice. His repertoire includes Flamethrower, Thunderbolt and Ice Beam. The Move Tutor teaches on Wednesday and Saturday. Once you purchase a move from him, he'll disappear into the Game Corner.

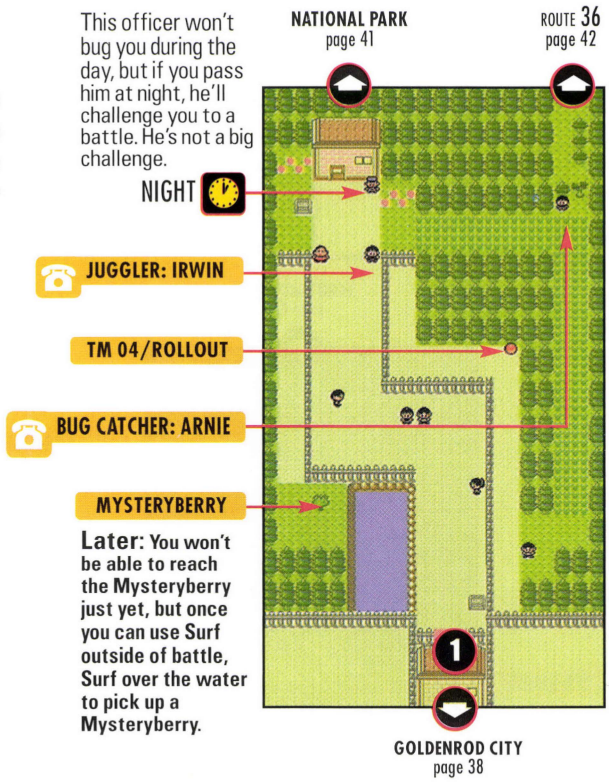


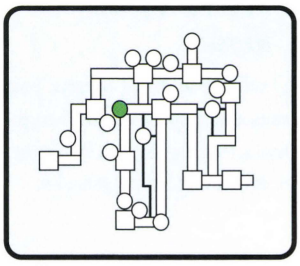
Route 35

Route 35 leads to the National Park. If you Cut the tree on the upper right, you'll gain access to Route 36. The Trainers there have lots of different Pokémon, so you'd better have lots of different Pokémon, too.

1 SPECIAL DELIVERY — HP UP

Talk to the guard in the southernmost guard house. He will ask you to take a Pokémon that's holding mail to his friend on Route 31. After you finish the errand, come back to the guard house. The guard will give you HP UP.





National Park

The pretty park is filled with tall grass and trees. There are several Trainers to battle and chat with, and they've brought along Bug-, Grass- and Rock-type Pokémon.

1 BUG-CATCHING EVENT

Every Tuesday, Thursday and Saturday, a Bug-Catching Contest is held in National Park. Players compete to win very nice items, like the Sun Stone, the Everstone and the Gold Berry. Every person who enters wins something, even if it's just the consolation Berry. The bugs that you catch will be entered into your Pokédex, but you can keep only one bug. You can take one Pokémon only into the park with you to help. Use a Pokémon that can paralyze, put to sleep or otherwise stun other Pokémon to make them easier to catch. National Park is the only place to catch some Pokémon, so don't miss out.

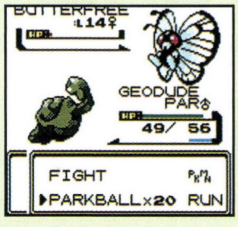
BUG-CATCHING EVENT

#10 CATERPIE	LEVEL 7-18
#11 METAPOD	LEVEL 9-18
#12 BUTTERFREE	LEVEL 12-15
#13 WEEDLE	LEVEL 7-18
#14 KAKUNA	LEVEL 9-18
#15 BEEDRILL	LEVEL 12-15
#46 PARAS	LEVEL 10-17
#48 VENONAT	LEVEL 10-16
#123 SCYTHER	LEVEL 13-14
#127 PINSIR	LEVEL 13-14

The Bug-types that show up are random, so just do your best. Try to catch the highest-level Pokémon you can.

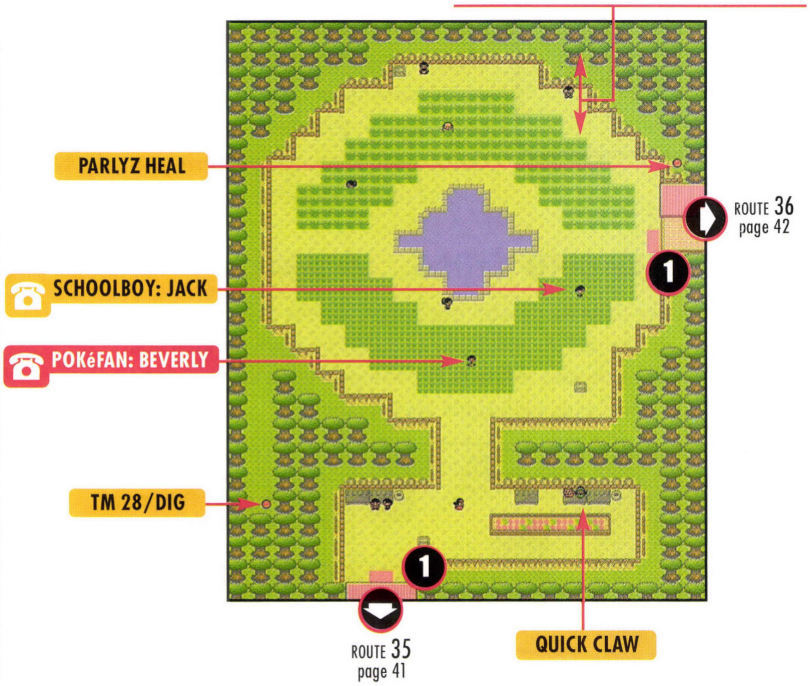
PRIZES

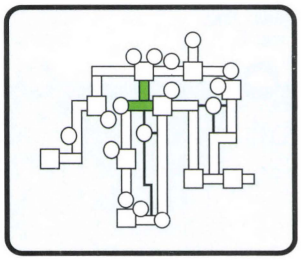
1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY



You get 20 Parkballs and 20 minutes to catch the toughest Bug-type Pokémon you can find. The contest is over when you run out of Parkballs or time.

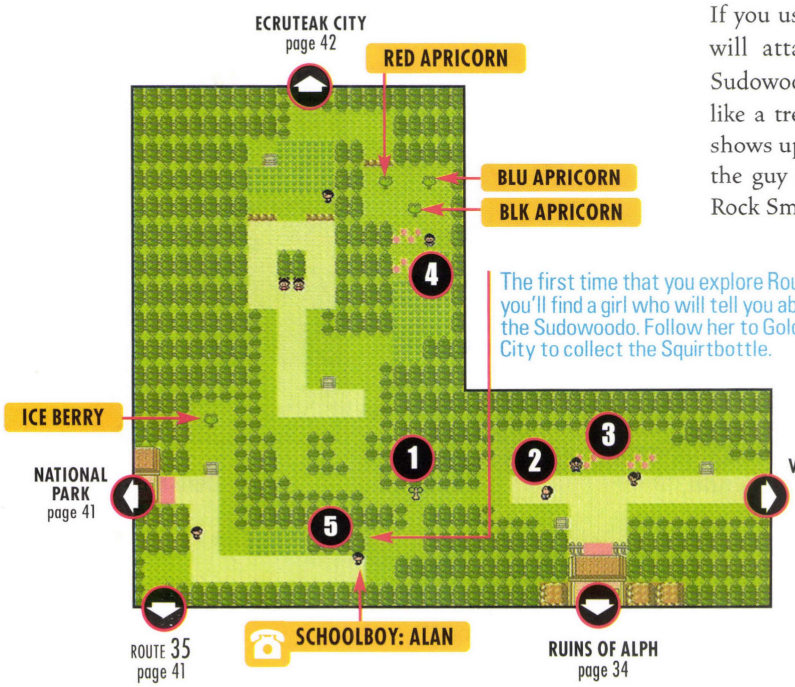
You might not notice that there's a gap in the fence, but there is one next to the kid on the upper right. Go through the gap to get the items beyond the fence.





Route 36 & Route 37

The next two roads are short, but they lead in many directions and join several areas together. The tree you couldn't get past is still there, but this time you have the Squirtbottle from Goldenrod City. When the tree is gone, you'll finally be able to move on to the next area.



1 2 WEIRD TREE

TM 08/ROCK SMASH

If you use the Squirtbottle on the weird tree, it will attack you. It's not a tree at all—it's Sudowoodo, a Rock-type Pokémon that looks like a tree! It's the only place that Sudowoodo shows up. After the tree is out of the way, talk to the guy to the right. He will give you TM 08, Rock Smash.

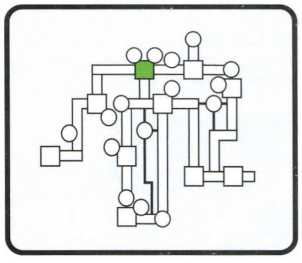
3 4 ONE DAY AT A TIME

HARD STONE MAGNET

Every Thursday, Arthur (3) will be waiting to give you Hard Stone, which increases the power of Rock-type attacks. On Sunday, Sunny (4) will give you Magnet, which increases the power of Electric-type attacks.

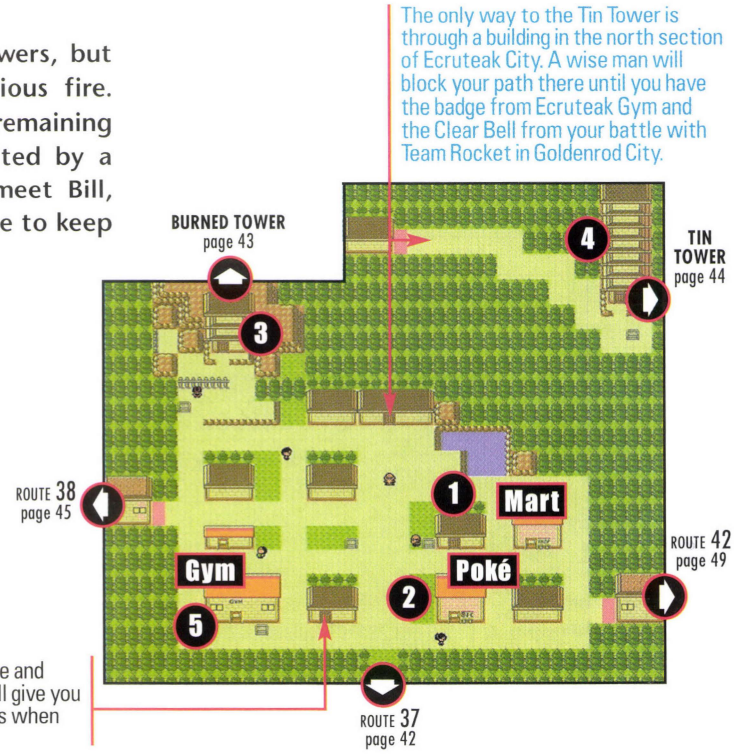
5 FIREPOWER

Alan, the schoolboy whom you meet on your way to the Sudowoodo, collects Pokémon and the occasional special item. Register his phone number. He may call you later to give you a Pokémon-evolving Fire Stone.



Ecruteak City

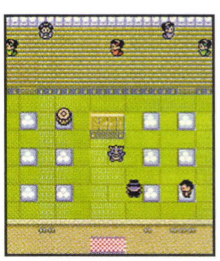
Ecruteak City once had two towers, but one burned down in a mysterious fire. There is a story that says the remaining structure, the Tin Tower, is visited by a Legendary Pokémon. You will meet Bill, whose PC storage system you use to keep your Pokémon safe, in Ecruteak.



1 THE KIMONO GIRLS

HM 03/SURF

The five Kimono Girls battle with the five evolutions of Eevee. If you defeat them all, the old man will give you HM 03, Surf, an item you will need to continue your journey. The Kimono Girls are very good Trainers, and their Eevee evolutions are very tough.



You don't have to take on all five Kimono Girls at once. Heal your Pokémon after each battle.

ITEMFINDER

Talk to the man in this house and answer his question. He will give you the Itemfinder, which beeps when you are near a hidden item.

2 BILL AND THE TIME CAPSULE

You will run into Bill in the Pokémon Center. He's fixing the Time Capsule. The day after you talk to Bill, you can use the Time Capsule to trade Pokémon from and to the Red, Blue and Yellow Pokémon games. After you meet Bill, return to his house in Goldenrod to get an Eevee.

POKéMON MART

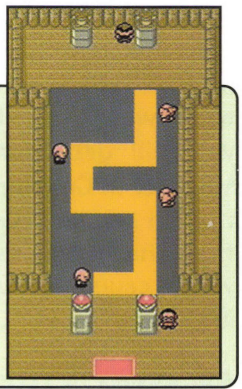
POKé BALL	200
GREAT BALL	600
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
ICE HEAL	250
REVIVE	1,500

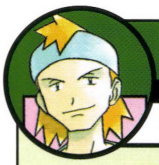
4 TIN TOWER

You won't be able to enter the Tin Tower until you have the Fog Badge from Ecruteak's Gym and the Clear Bell. You'll receive the Clear Bell from the Radio Tower manager in Goldenrod City after you save the tower from a Team Rocket takeover.

5 ECRUTEAK CITY GYM

The man blocking the entrance tells you to look for Morty in the Burned Tower. The Gym floor will knock you back to the start unless you follow the path marked in yellow to make it to the Gym Trainers and Leader. Many of the Pokémon are using a new attack, Mean Look, which makes it impossible for you to switch your active Pokémon, so try to defeat the Trainers quickly before you're trapped!



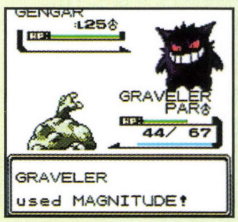


ECRUTEAK CITY

GYM LEADER: MORTY

You must battle Rival in the Burned Tower before you can battle Morty in the Gym. His Pokémon are all very weak against Psychic- or Ground-type attacks, which makes your Pokémon selection process pretty easy.

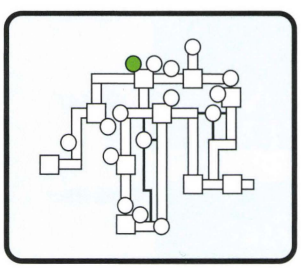
LEVEL 21	GASTLY	GHO/PSN
LEVEL 21	HAUNTER	GHO/PSN
LEVEL 25	GENGAR	GHO/PSN
LEVEL 23	HAUNTER	GHO/PSN



PRIZES: FOG BADGE/TM 30 (SHADOW BALL)

The Fog Badge allows you to use Surf outside of battle, which is crucial at this stage.

RECOMMENDED POKéMON TYPES: GROUND, PSYCHIC

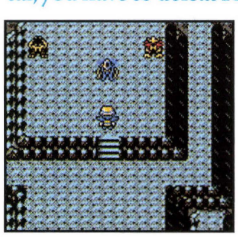


Burned Tower

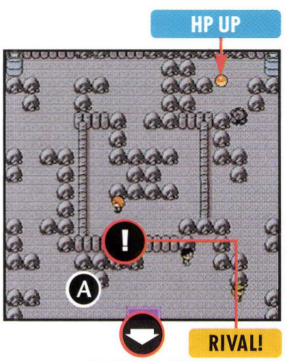
You will use Rock Smash inside the Burned Tower, so teach a Pokémon the move before you take on the tower. You also have to fall down the holes in the floor to pick up every item in the tower.

1 RARE CREATURES

When you drop down into the basement from the hole in the middle of the floor, you will see three Pokémon—but they will quickly run away. They are Raikou, Entei and Suicune, and they will wander around Johto randomly. Try to catch them! In Crystal, you have to defeat Rival to fall to the basement.



In Crystal, you'll be able to catch Raikou and Entei in the wild after meeting them in the Burned Tower, but you'll have to wait for Suicune.



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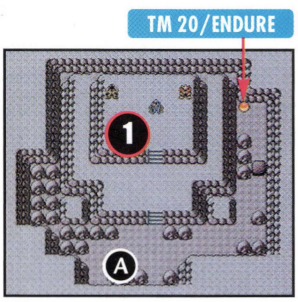
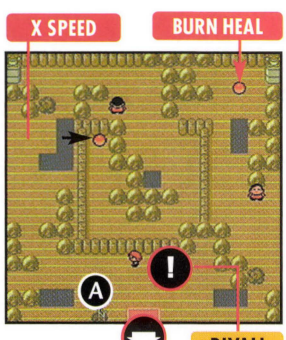
Crystal:
FIRST FLOOR



Crystal:
BASEMENT 1



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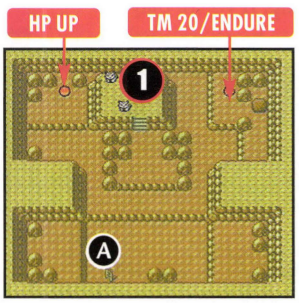
Gold & Silver:
FIRST FLOOR



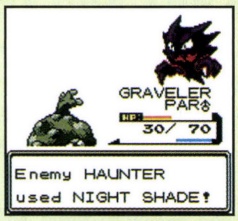
Gold & Silver:
BASEMENT 1

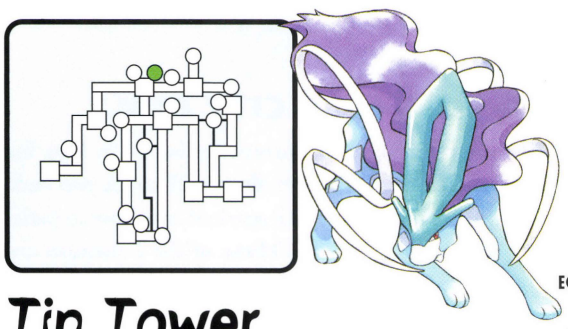
RIVAL! BATTLE 3

LEVEL 22	CROCONAW	WTR	AND	LEVEL 20	HAUNTER	GHO/PSN
LEVEL 22	BAYLEEF	GRS		LEVEL 18	MAGNEMITE	ELC/STL
LEVEL 22	QUILAVA	FIR		LEVEL 20	ZUBAT	PSN/FLY

Your Rival has bulked up his Pokémon roster, and it's much tougher than before. He has a Magnemite that is a strong Electric-and-Steel-type. Use Ground- and Fire-types against the Rival's team—you should come out the winner. Use a type his starting Pokémon is weak against, too.

RECOMMENDED POKéMON TYPES: ELECTRIC, FIRE, GRASS, GROUND, WATER





Tin Tower

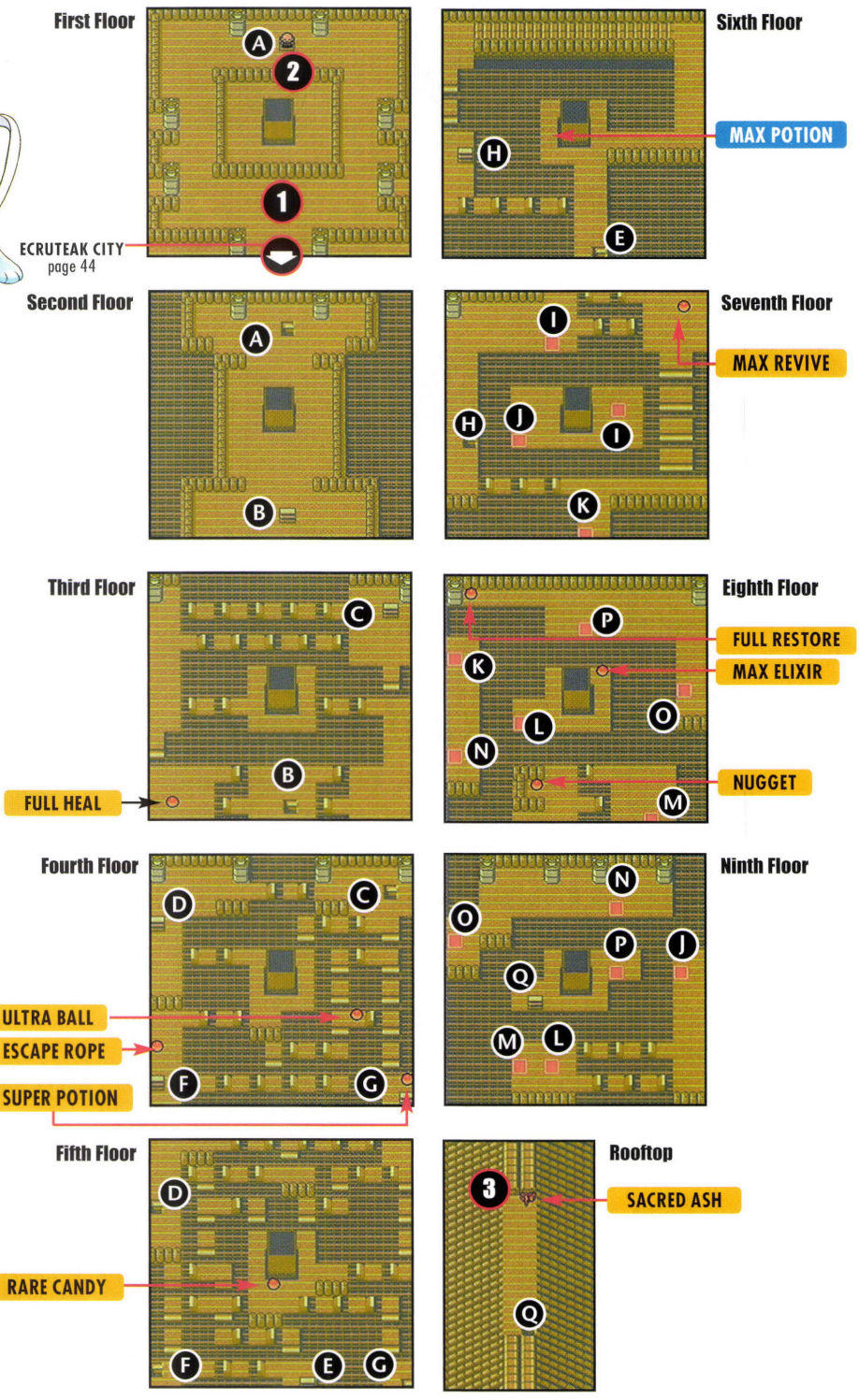
The Legendary Bird, Ho-oh, lives on the roof of Tin Tower. You can't go up the tower without the Rainbow Wing, which you will get from the Radio Station Manager in Goldenrod City in Gold, from the old man in Pewter City in Silver and from the guardians of Tin Tower (after you've caught Suicune, Raikou and Entei) in Crystal.

1 SNAG SUICUNE!

In Crystal, the Radio Station Manager will give you the Clear Bell. Take it to Tin Tower. Near the tower's entrance, you will meet three monks called the Wise Trio. The monks will challenge you to battle. If you defeat all three, they will let you enter Tin Tower, where you will encounter Suicune. It will not run away from you, which will make it much easier to catch. If it faints, it will not come back and you won't be able to catch Ho-oh.

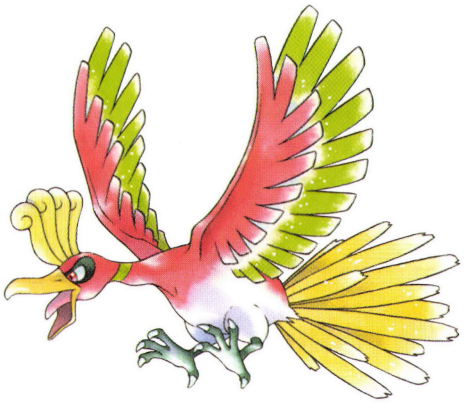
2 ASCEND TIN TOWER

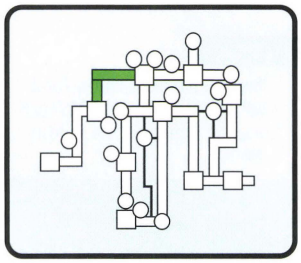
If you're playing Gold, you will get the Rainbow Wing in Johto. If you're playing Silver, a monk will block the stairs and you won't be able to continue up until you get the Rainbow Wing. If you're playing Crystal, the stairs won't even be there until you've beaten the Elite Four and caught Suicune, Raikou and Entei to get the Rainbow Wing. Follow the letters on the maps to get to the top of the tower.



3 HO-OH ON TOP

The Legendary Bird, Ho-oh, is on the Tower's roof. Ho-oh will be at Level 40 in Gold, Level 70 in Silver and Level 60 in Crystal. Save your game when you get to the rooftop, and be sure to have plenty of Ultra Balls on hand and maybe a few Potions, Revives and other helpful items. You can use the Escape Rope, Dig or Fly to leave the Tower quickly. In Crystal, you must catch Suicune, Raikou and Entei and defeat the Elite Four to earn the Rainbow Wing from the guardians of the Tin Tower to gain entry to Ho-oh's roost.



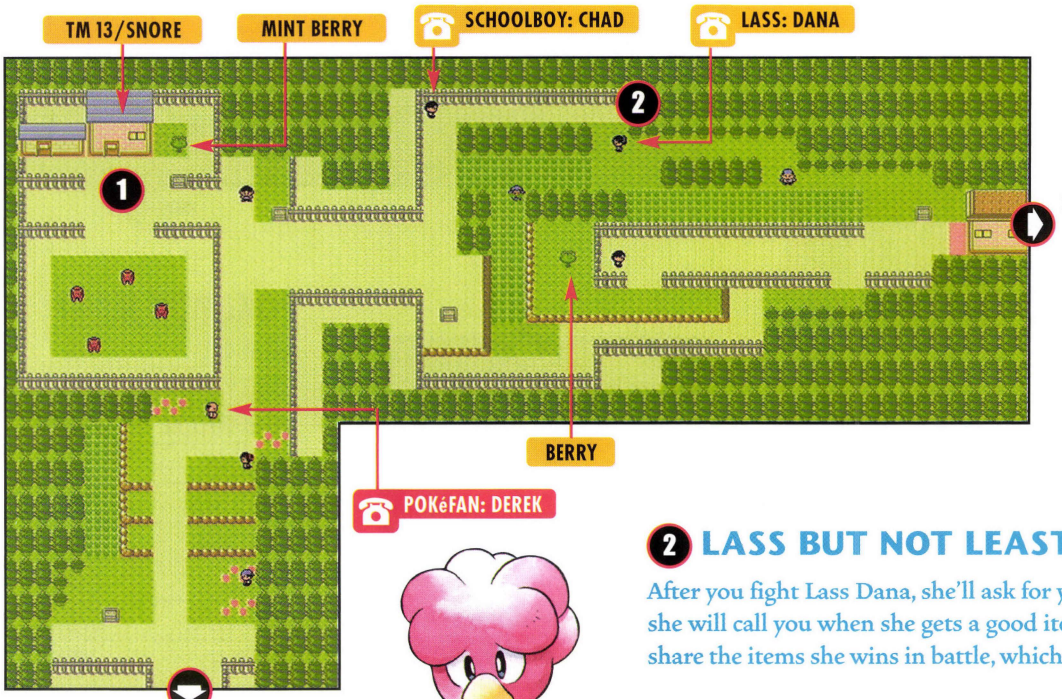


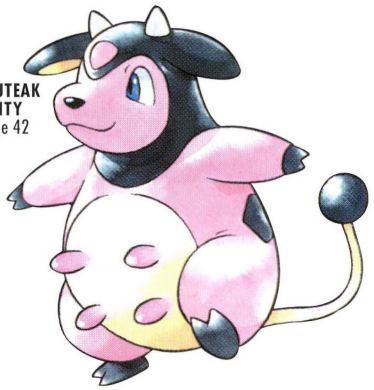
Route 38 & Route 39

Routes 38 and 39 branch off in many places, and quite a few Trainers are hanging out on the two roads. They're using Flying-, Electric-, Grass- and Water-type Pokémon, among others. MooMoo Farm is along the way, and one of its Miltank is ill. You might want to help it out.

1 MILTANK MALADY

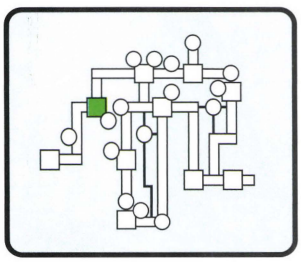
MooMoo Farm has a sick Miltank that won't give milk. Feed it many, many Berries to make it recover. After it recovers, you will get TM 13, Snore, as a thank-you present. MooMoo Milk will also be available for purchase after the Miltank is healed. It restores HP.





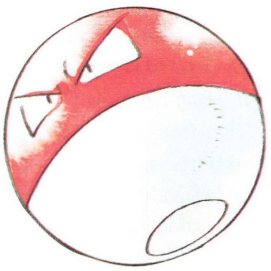
2 LASS BUT NOT LEAST

After you fight Lass Dana, she'll ask for your phone number. Give it to her—she will call you when she gets a good item, like a Thunderstone. She likes to share the items she wins in battle, which is good news for you.



Olivine City

The port town of Olivine City has a couple of interesting attractions—the Lighthouse and the port for the high-speed watercraft, the S.S. Aqua. There's a problem at the Lighthouse that you need to attend to before you can even attempt to battle the city's Gym Leader. In Crystal, there's a Battle Tower on the western edge of town. See the foldout section at the end of this guide for more information.



1 2 FISHING FOR ITEMS

GOOD ROD | HM 04/STRENGTH

The man in the house (1) will give you the Good Rod, which will help you catch different and higher-level Water-type Pokémon. The sailor in the other house (2) gives you HM 04, Strength, which will help tremendously in the next city. Strength allows you to move the squarish rocks inside caves and tunnels.

3 LIGHTHOUSE HELP

If you want to win Olivine City's Gym Badge, you'll have to head over to the Lighthouse where the Gym Leader is. The Lighthouse is full of Trainers trying to prove their worth, so be prepared for quite a few battles.

4 OLIVINE CITY GYM

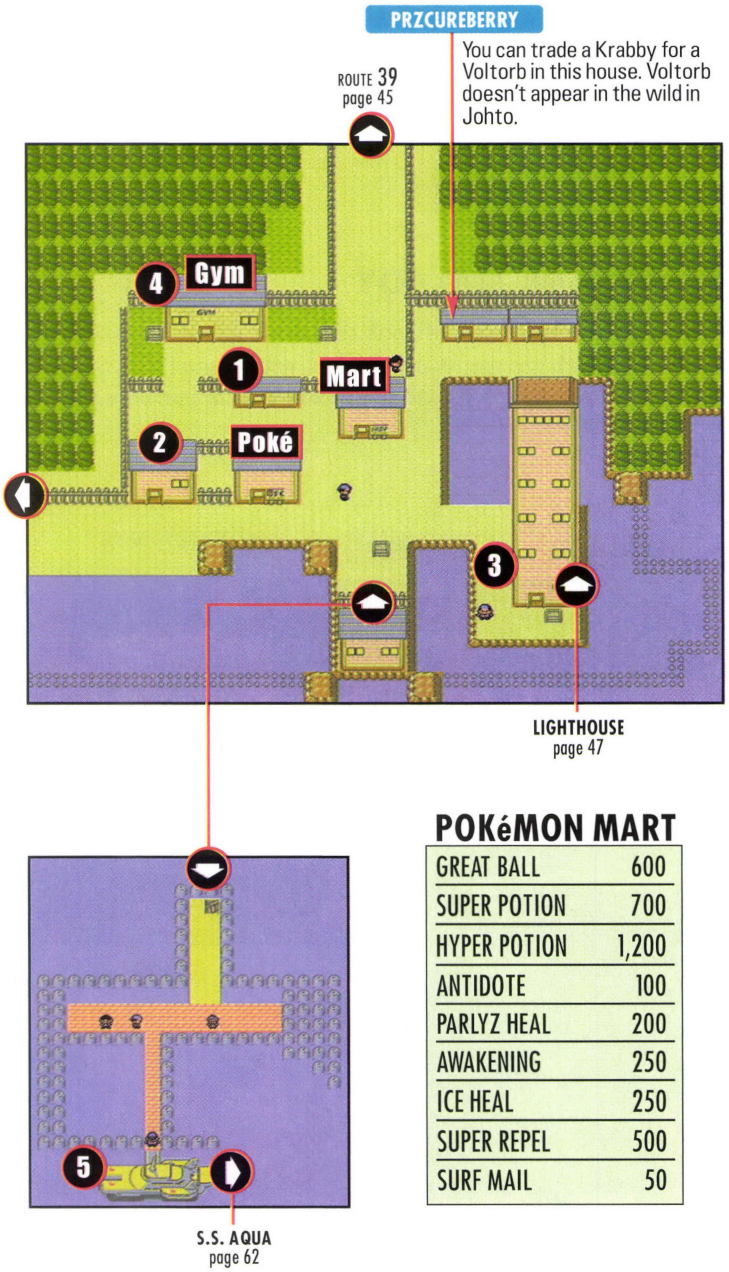
You won't be able to battle in the actual Gym for a while. Visit the Lighthouse to find the Gym Leader, then work on her errand in the next city. When the Lighthouse's Pokémon is healed, the Gym Leader will head back to the Gym and you will be able to battle for the Badge.

Later: After you help the Gym Leader, Jasmine, heal the Pokémon in the Lighthouse, she will go back to the Gym and offer to battle you. She doesn't cut you any slack, even though you helped her with her problem.

5 OLIVINE BAY

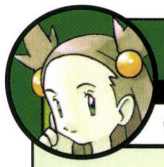
You can't really do anything at Olivine Bay until after you've defeated the Elite Four. It is where the S.S. Aqua docks, but you can't get on without a Ticket. Just ignore the area for now.

Later: After you beat the Elite Four and visit with Professor Elm, you will get the S.S. Ticket, which allows you to take the S.S. Aqua. The boat departs from Johto on Monday and Friday.



POKéMON MART

GREAT BALL	600
SUPER POTION	700
HYPER POTION	1,200
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
ICE HEAL	250
SUPER REPEL	500
SURF MAIL	50



OLIVINE CITY

GYM LEADER: JASMINE

LEVEL 30	MAGNEMITE	ELC/STL
LEVEL 35	STEELIX	STL/GRD
LEVEL 30	MAGNEMITE	ELC/STL

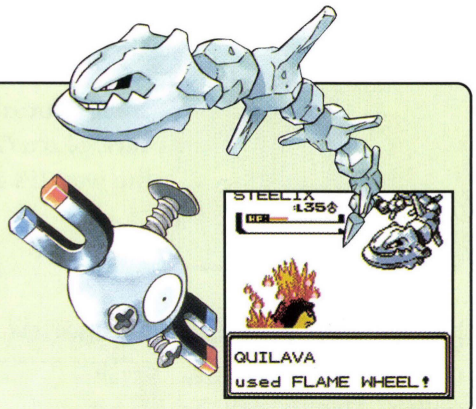
Jasmine prefers Steel-type Pokémon, which are powerful against Grass, Ice, Flying, Psychic, Bug, Rock, Ghost, Dragon, Dark and Steel Pokémon. If you take in Fire- and Ground-types, you should do pretty well. Steelix is vulnerable to Water-type attacks.

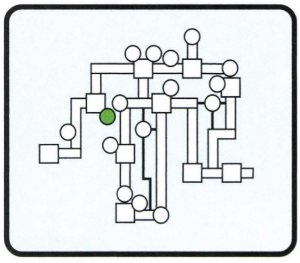
PRIZES: MINERAL BADGE/TM 23 (IRON TAIL)

Iron Tail can decrease your opponent's defense by one level and is a powerful attack in its own right.

RECOMMENDED POKéMON TYPES:

FIRE, GROUND, WATER





Lighthouse

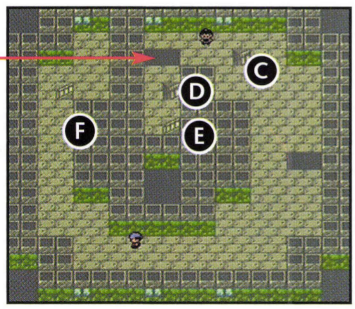
The Lighthouse is used as a training area, and most of the Trainers inside use Water- or Flying-type Pokémon. An Electric-type will keep your opponents at bay.

First Floor

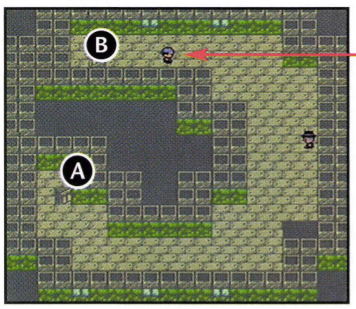
OLIVINE CITY
page 46

Drop down this hole, then go up the stairs, which are marked "D." Next, go up the "E" stairs to the fifth floor.

Fourth Floor



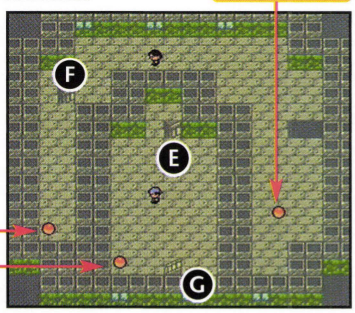
Second Floor



SAILOR: HUEY

Fifth Floor

RARE CANDY



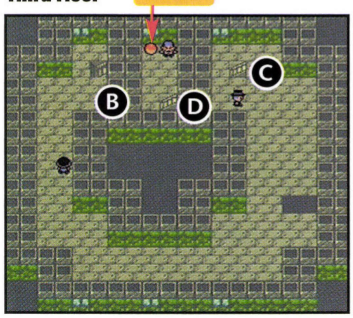
TM 34/SWAGGER

GREAT BALL

SUPER REPEL

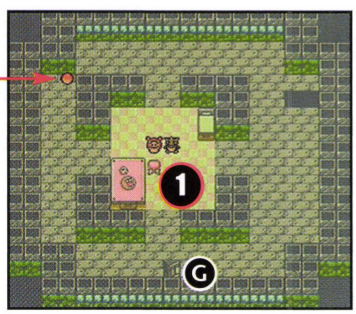
Third Floor

ETHER



Sixth Floor

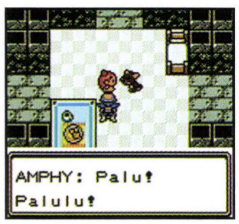
SUPER POTION

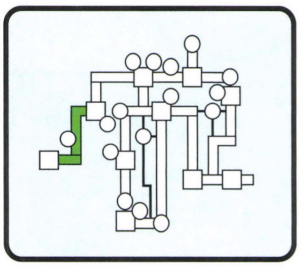


1 LIGHT'S OUT

Battle your way up the Lighthouse, following the path marked out on the maps. Make sure you've healed your Pokémon before you try to reach the top of the Lighthouse. When you get to the top of the Lighthouse you'll find Jasmine, who is nursing a sick Ampharos, Amphy, that usually powers the Lighthouse. Jasmine won't leave the sick animal to battle or get medicine, so it's up to you to head over the water to Cianwood City to get the medicine it needs at a drugstore. If you don't pick up the medicine, you won't get to battle in the Gym.

Later: Get the medicine in Cianwood City (check page 49 for more information) and return to the Lighthouse. Give the medicine to Amphy to heal it—Jasmine will finally agree to go to her Gym so you can battle.





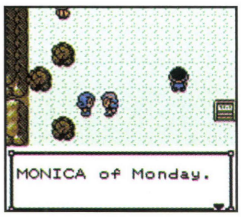
Route 40 & Route 41

Some routes are actually waterways! You'll need a Pokémon in your party that can Surf, plus a Grass-type and an Electric-type to deal with the Trainers you'll meet along the way. It's a long surf to Cianwood City—make sure your Pokémon are fit to travel.

1 MONICA'S GIFT

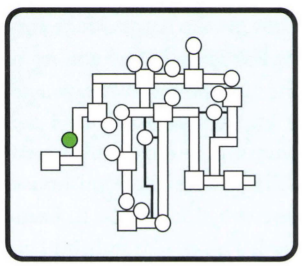
SHARP BEAK

On Monday, the oldest Day sibling, Monica, will be waiting to give you Sharp Beak, an item that powers up Flying-type attacks.



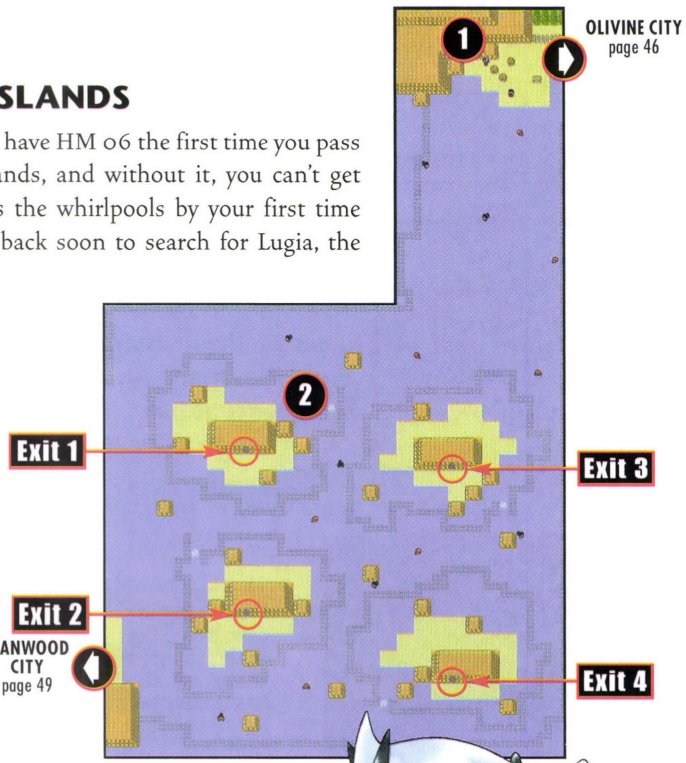
2 WHIRL ISLANDS

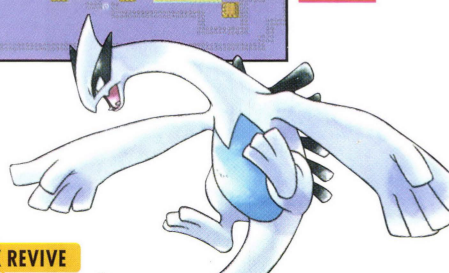
You probably won't have HM 06 the first time you pass through Whirl Islands, and without it, you can't get very far there. Pass the whirlpools by your first time through. You'll be back soon to search for Lugia, the Legendary Bird.

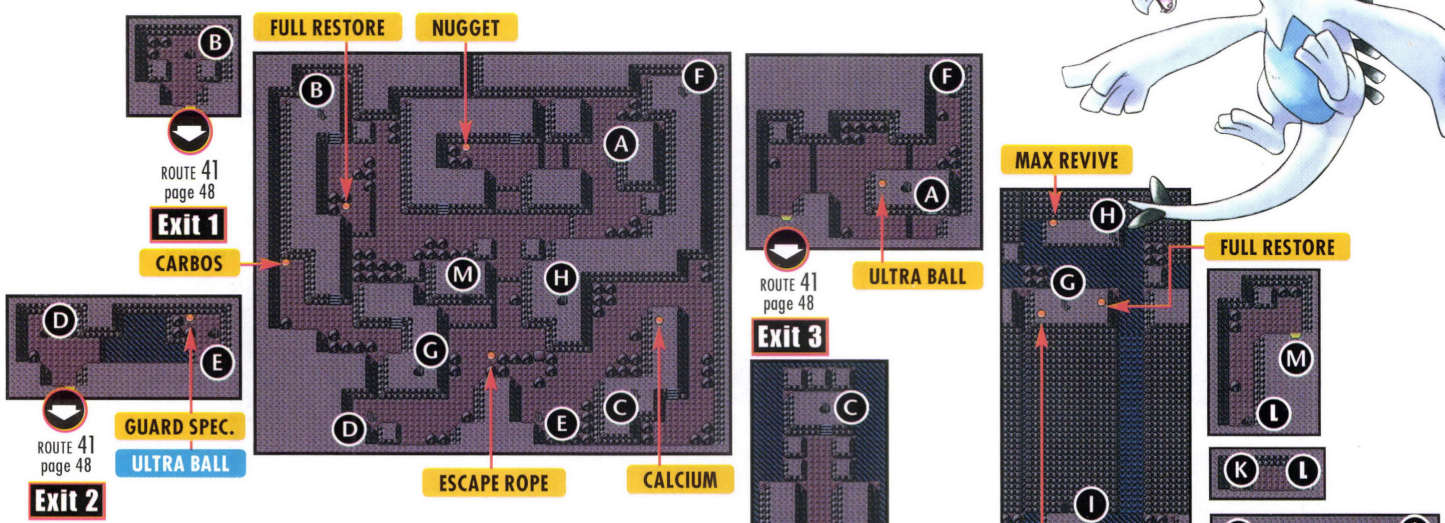


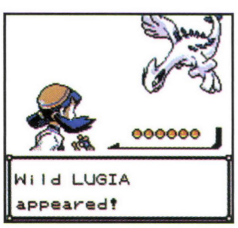
Whirl Islands

The maze of interconnected islets that make up Whirl Islands can be frustrating, so study the maps below. You'll need to pick up Whirlpool from Team Rocket's Hideout to get near the islands and the Silver Wing from the man in Pewter City (Gold and Crystal) or the Radio Station Manager in Goldenrod City (Silver) to find Lugia.



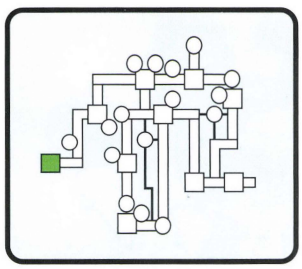






1 LUGIA BELOW

There are many items scattered about the caves, but if all you're after is Lugia, enter the island on the top right and follow the letters on the map in this order: F, H, I. You have only one chance to catch a Level-40 (Silver), or Level-70 (Gold) or Level-60 (Crystal) Lugia. Save the game before you try.



Cianwood City

You have to head to Cianwood City to get the medicine for the Ampharos in Olivine City, and while you're there, you should pick up the Gym Badge, too. You'll get something very cool if you win. Crush the boulders near the top of the city to find some interesting stuff.

1 GET THE MEDS

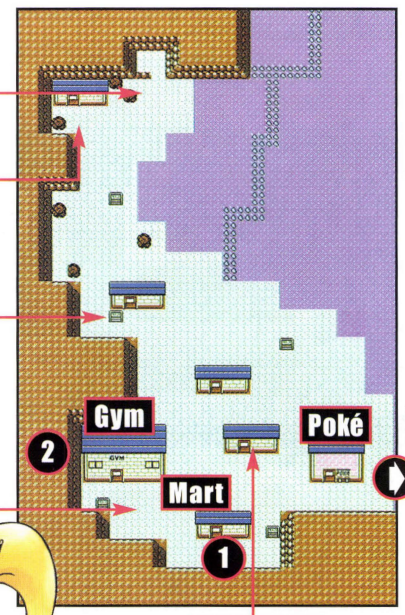
SECRETPOTION

Cianwood's special drugstore-type Pokémon Mart has been around for over 500 years. If you talk to the person to explain the Lighthouse dilemma, you will get the Secretpotion. The next time you return, you will find regular Potions and similar Pokémon merchandise for sale. The building is not marked with a "Mart" sign.

You'll meet Suicune fanatic Eusine in the north end of Cianwood City. He'll challenge you with Ghost-, Electric- and Poison-type Pokémon. You should counter with Ground- and Bug-types.

The Poké Seer in the northernmost building is well-versed in Pokémon knowledge. She can tell you much about your Pokémon, including where and when you caught each of them.

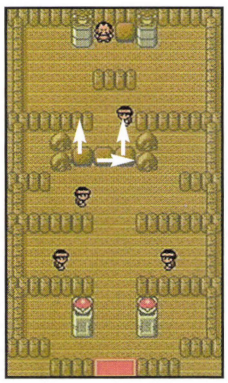
If you hook up your Game Boy Printer before you talk to the man inside the house, he will take a picture of you and your Pokémon that you can print out.



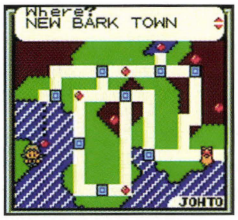
HM 02/FLY

2 CIANWOOD CITY GYM

You need to use Strength, which the sailor in Olivine City gave you, to make it to the Gym Leader battle in Cianwood City. If you push the boulders as shown, you'll be ready to battle.



After you beat the Gym Leader, his wife will present you with HM 02, Fly. You can travel to places you've already been very quickly with Fly.



CIANWOOD CITY

GYM LEADER: CHUCK

Be sure to heal your Pokémon before entering the Gym—you'll have to battle two Trainers in a row. Move the boulders with Strength to reach Chuck. Try to knock Poliwrath out early, before it attacks with Dynamicpunch, which will almost certainly confuse your Pokémon.

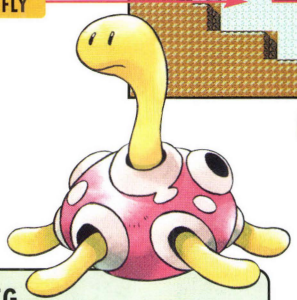
LEVEL 27	PRIMEAPE	FTG
LEVEL 30	POLIWRATH	WTR/FTG

PRIZES: STORM BADGE/TM 01 (DYNAMICPUNCH)

The Storm Badge allows you to use Fly outside of battle, and Pokémon up to Level 70 will obey you.

RECOMMENDED POKéMON TYPES:

ELECTRIC, FIGHTING, PSYCHIC, FLYING

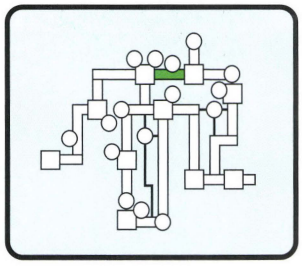


BERRY JUICE

The Trainer in this house is afraid his Pokémon, Shuckie, a Shuckle, will be stolen, so he gives it to you for safekeeping. If you return with it later and it is happy, the Trainer will give it to you as a present.

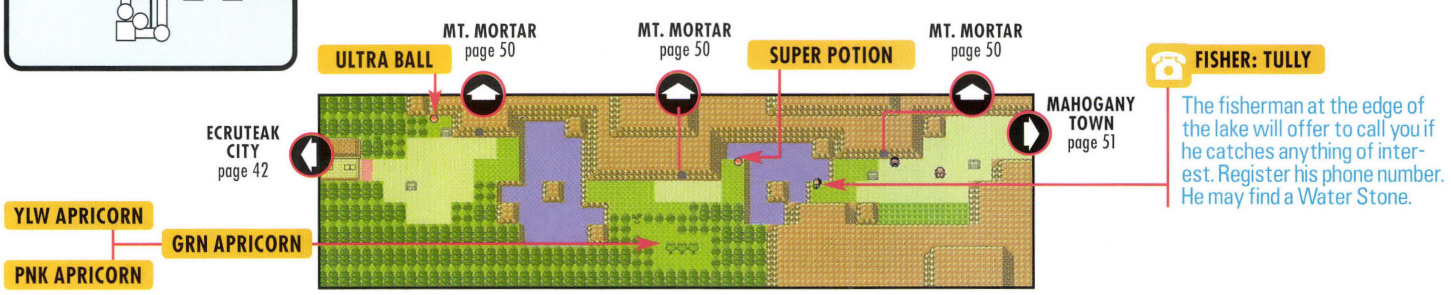
POKéMON MART

POTION	300
SUPER POTION	700
HYPER POTION	1,200
FULL HEAL	600
REVIVE	1,500



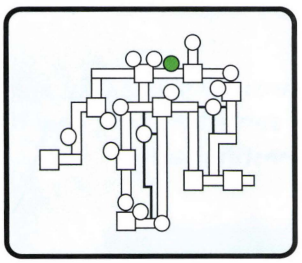
Route 42

Route 42 connects Ecruteak City to Mahogany Town, and it also provides several entrances to Mt. Mortar. Keep your eyes peeled for the second entrance to the mountain, found on the stretch of road that's surrounded by two ponds—it's easy to miss but very important!



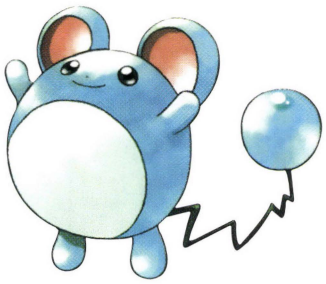
FISHER: TULLY

The fisherman at the edge of the lake will offer to call you if he catches anything of interest. Register his phone number. He may find a Water Stone.

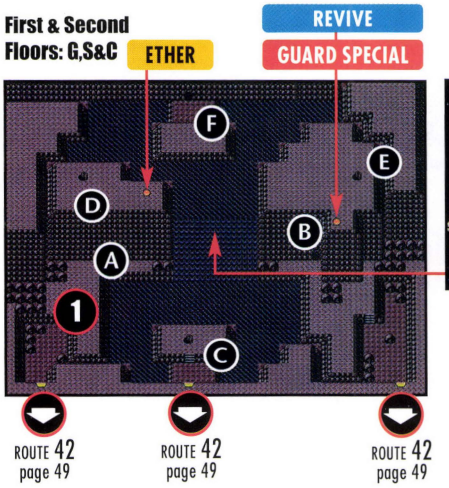


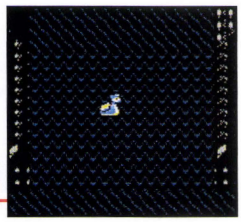
Mt. Mortar

To conquer the inside of the mountain properly, you'll need to bring along Pokémon that use Surf, Flash, Strength and Waterfall. An Escape Rope or a Pokémon that knows Dig will help if you get lost. You won't have Waterfall the first time you visit, so you'll have to come back.



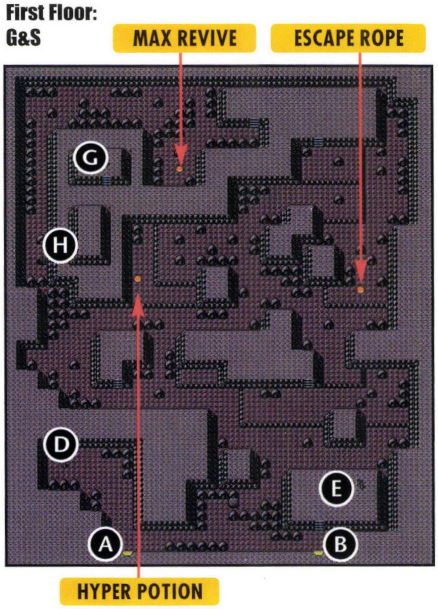
First & Second Floors: G,S&C



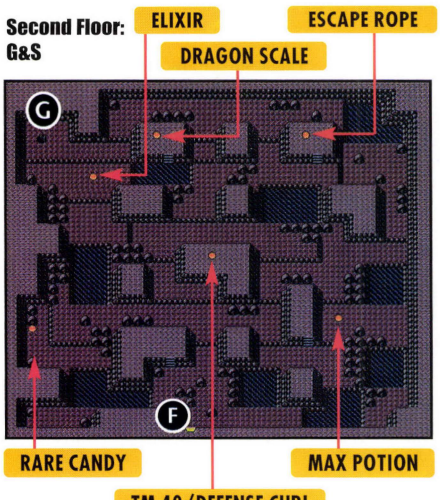


Later: You can't really explore the cave until you can use Waterfall outside of battle. You'll pick it up on the Ice Path, and you'll be able to use it outside of battle after you defeat Blackthorn City's Gym Leader. Come back and have a look around!

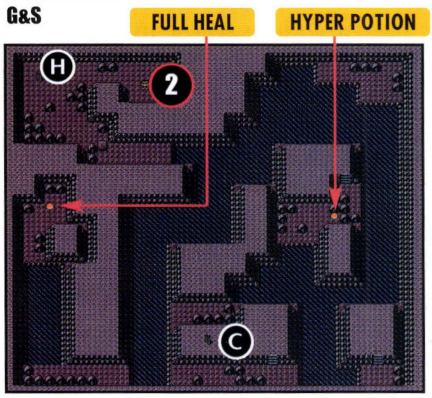
First Floor: G&S



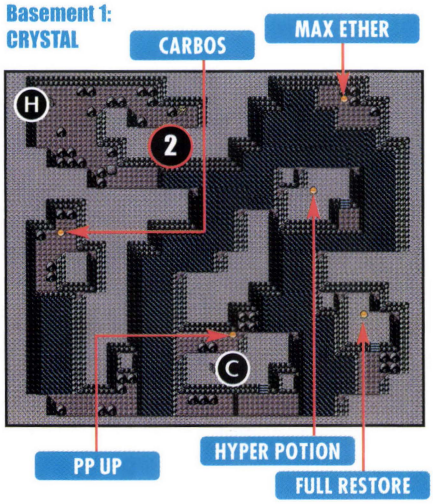
Second Floor: G&S



Basement 1: G&S



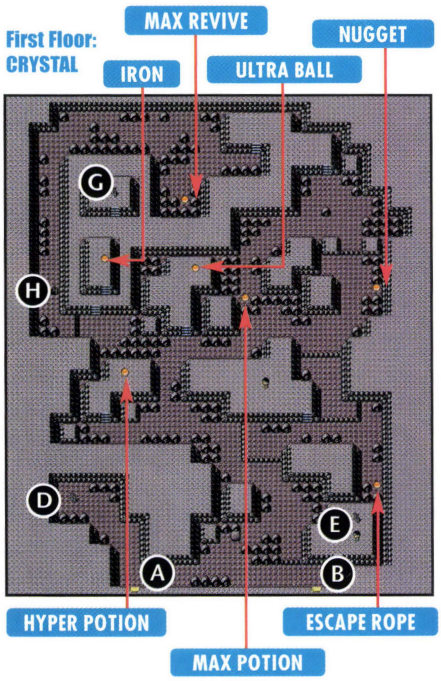
Basement 1: CRYSTAL



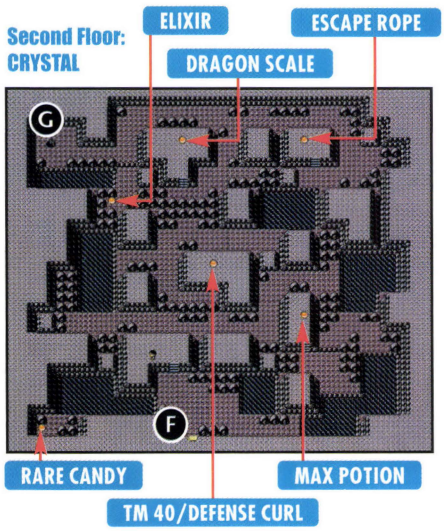
1 IT'S MARILL!

Marill is pretty tough to catch in Gold and Silver—it doesn't appear very often, and when it does, it will be on the dirt parts of the map, even though it's a Water-type. Talk to Hiker Parry on Route 45 and register his phone number. He will eventually call you with information about Marill.

First Floor: CRYSTAL



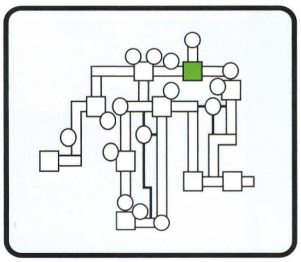
Second Floor: CRYSTAL



2 UP THE WATERFALL

Enter the middle entrance to Mt. Mortar, then Surf up to the Waterfall. Use Waterfall to move up the Waterfall and Surf up to the door marked "F." From there, Surf across the small pools of water to pick up the really good items that are lying around the mountain.

Later: From "F" on the second floor, work your way up and around to "G" to reach the first floor. Go up, then down to reach "H." Walk to the right to find the Karate King, Blackbelt Kiyo. If you defeat him, he will give you a rare Fighting-type Pokémon, Tyrogue.

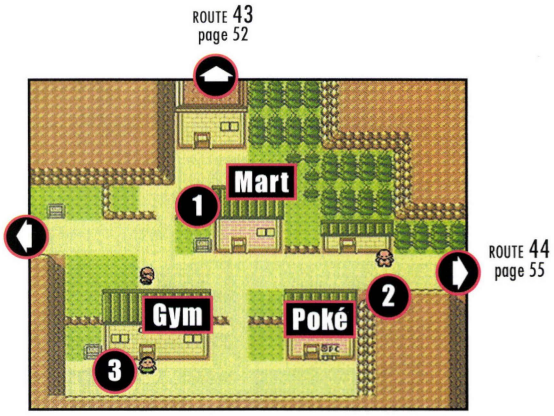


Mahogany Town

You will run into a number of oddities and road blocks when you first wander into Mahogany Town. You won't be able to enter the Gym or Route 44. The Pokémon Mart is selling really strange items, and there's a rumor that a red Gyarados has appeared at the Lake of Rage.

1 MESSED-UP MART

Something isn't quite right about the Pokémon Mart in Mahogany Town. They're selling bizarre items, including Slowpoketail. Could this be related to what happened at Slowpoke Well?



Later: When you come back to the shop with Lance after you've visited the Lake of Rage, it's obvious that the shop is actually a cover for Team Rocket's hideout! When they're completely defeated, the store will become a normal Pokémon Mart.

POKéMON MART	
ROCKETS	
TINY MUSHROOM	500
SLOWPOKETAIL	9,800
POKé BALL	200
POTION	300
MAN	
RAGECANDYBAR	300

POKéMON MART	
RAGECANDYBAR	300
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1,200
ANTIDOTE	100
PARLYZ HEAL	200
SUPER REPEL	500
REVIVE	1,500
FLOWER MAIL	50

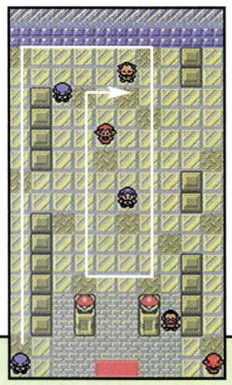
2 ALL THE RAGE

The old man will block the road leading to Route 44. He will try to sell you Rage Candy Bars, which raise a Pokémon's HP by 20. No matter how many you buy, the guy won't let you pass. He won't leave until you defeat Mahogany Town's Gym Leader and solve the Goldenrod Radio Station dilemma.

3 MAHOGANY TOWN GYM

Do you know where you're going to? It's not the Gym, at least not at first. You have to walk up to the Lake of Rage before you can do anything else in the town.

Later: After you and Lance take Team Rocket down, the guy blocking the door will be gone and you'll be able to enter the Gym to battle. The inside of the Gym has an icy-slick floor, so be sure to follow the pattern shown at right to reach the Gym Leader.



MAHOGANY TOWN

GYM LEADER: PRYCE

Pryce prefers Pokémon of the chilly variety, including Piloswine, an Ice-and-Ground-type. Ideally, you will deal with the Ice-type-attack-favoring Pokémon very differently. Use a tough Water-type on Piloswine. Pick a Fire-type for your battle with Dewgong and an Electric-type to duke it out with Seel.

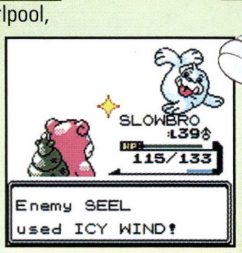
PRIZES: GLACIER BADGE/TM 16 (ICY WIND)

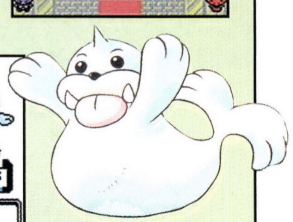
The Glacier Badge grants you the power to use Whirlpool, which you should already have, outside of battle.

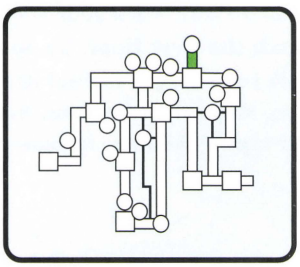
RECOMMENDED POKéMON TYPES:

ELECTRIC, FIRE, WATER

LEVEL 27	SEEL	WTR
LEVEL 29	DEWGONG	WTR/ICE
LEVEL 31	PILOSWINE	ICE/GRD





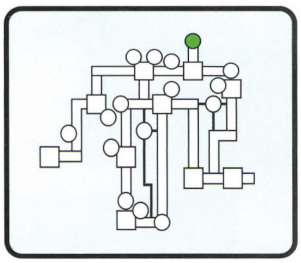


Route 43

Take Route 43 to reach the Lake of Rage. Team Rocket seems to be in charge there, which can't be a good thing.

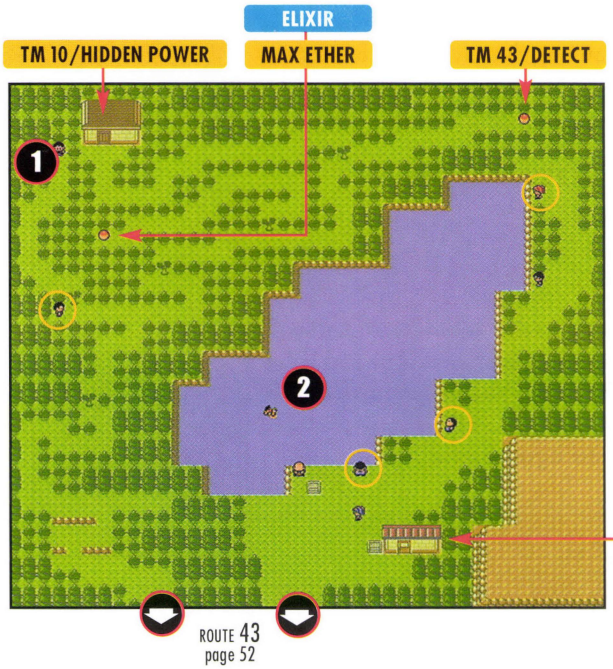
1 TAKE THE TOLL?

If you have the extra money and you don't mind paying it to Team Rocket, you can walk up the paved path and through the gate to get to the Lake of Rage. If you don't want to part with the money, walk around through the grass instead. After you have stopped Team Rocket for good, the regular guard will return to the gate.

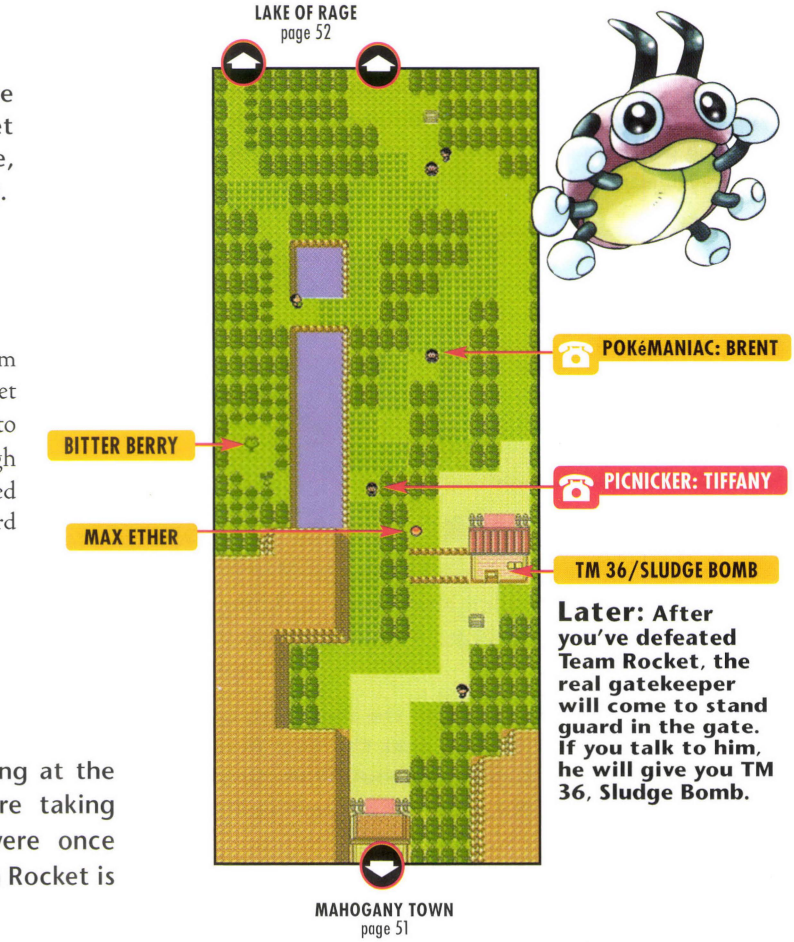


Lake of Rage

Strange things are happening at the Lake of Rage. Gyarados are taking over the waters, which were once packed with Magikarp. Team Rocket is at it again!



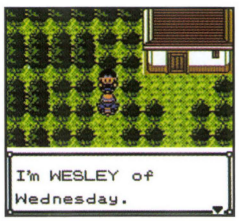
After Team Rocket is defeated, talk to the Master Fisherman in this cabin. He will measure any Magikarp you've caught. If your Magikarp is larger than the record posted on the sign in front of the house, you will receive Ether as a prize.



Later: After you've defeated Team Rocket, the real gatekeeper will come to stand guard in the gate. If you talk to him, he will give you TM 36, Sludge Bomb.

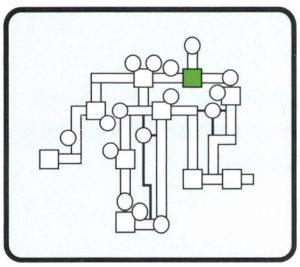
1 WESLEY OF WEDNESDAY BLACK BELT

Visit the Lake of Rage on a Wednesday to talk to Wesley. He will give you Black Belt, which increases the power of Fighting-type attacks. As with all the Day siblings, you will get the item only once.



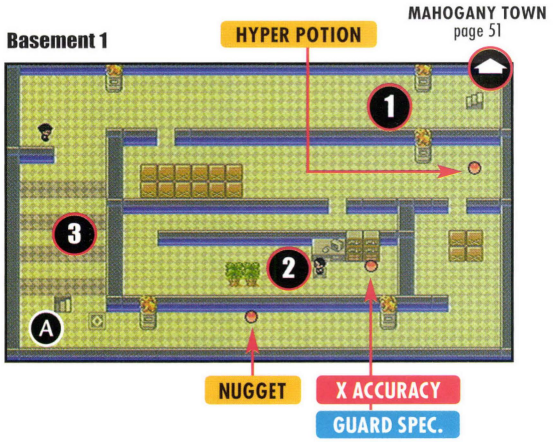
2 RED GYARADOS RED SCALE

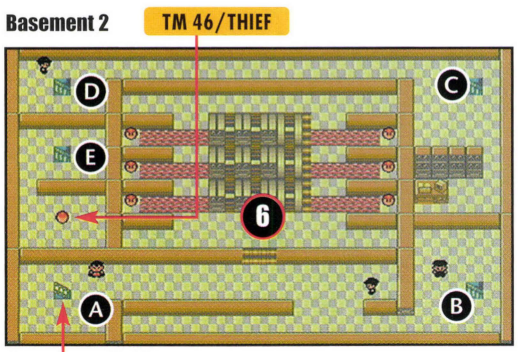
Save your game, then surf up to the red Gyarados floating on the Lake of Rage, where a battle will begin. Try to catch the rare creature. Even if you don't catch it, you will pick up the Red Scale, which will interest Mr. Pokémon. After you defeat Team Rocket, return to the lake. New Trainers (circled in yellow) will appear for you to battle.



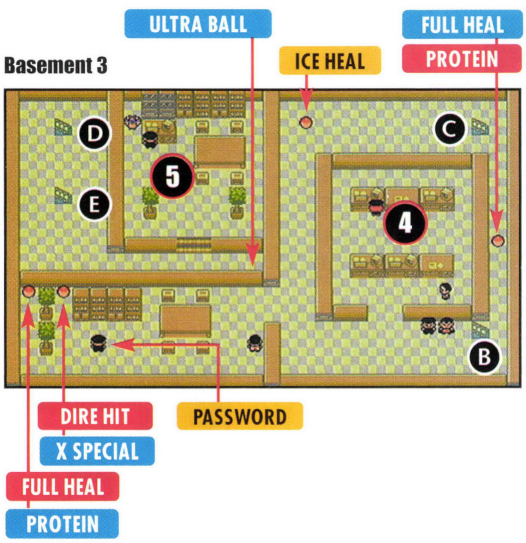
Rocket Hideout

Team Rocket supposedly disbanded three years ago, but it seems they're back! They're conducting a cruel experiment that is filling the Lake of Rage with Gyarados. After you capture or defeat the red Gyarados, a Trainer named Lance will ask for your help against Team Rocket.





Lance will help you by healing your Pokémon here, but only once. Then you're on your own.

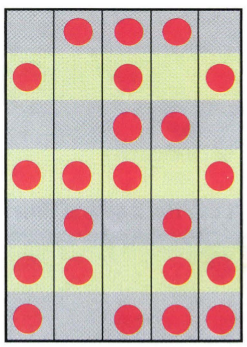


1 2 DOUBLE ROCKET

When you pass in front of the Persian statues, an alarm will go off and two Team Rocket members will run to battle you. Try to reach the PC in the center room to shut off the alarms.

3 TRIP THE TRAPS

Pokémon are hiding in the floor. The first time you step on one of the tiles marked on the diagram with a red dot, a Pokémon will attack. Afterward, that part of the floor will be safe to step on. Defeat a row, then use the diagram to the right to remember where you stepped to create a shortcut.



4 GET THE CODES PASSWORD

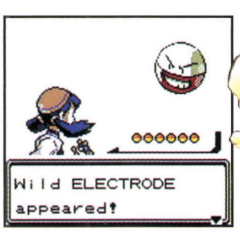
You'll need two passwords to get into the boss's room. Beat the two Rocket members at opposite ends of Basement 3 to get the passwords you need.

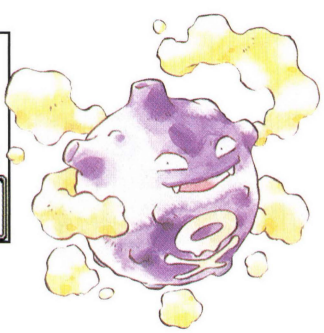
5 THE BIRD SINGS PASSWORD

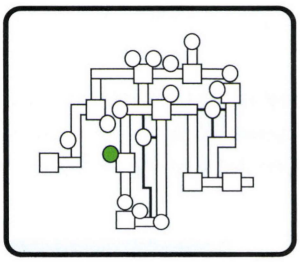
After you enter the boss's office, talk to the Murkrow inside. It will give you the final password you need to stop the signal from transmitting.

6 SHUT OFF THE POWER HM 06/WHIRLPOOL

Defeat the last member of Team Rocket, then team up with Lance to fight the Electrode that are powering the transmitter that has turned all of those poor Magikarp into Gyarados. You'll receive HM 06, Whirlpool, when you've completed the task and Team Rocket is defeated.







Radio Tower & Underground

After you've defeated seven Gym Leaders, Team Rocket will take over the Radio Tower in Goldenrod City. You'll have to go back to the Radio Tower and the Underground to finish off Team Rocket. There are lots of Team Rocket members in the tower. Watch it!

1 EVENING BROADCAST — BLUE CARD

Buena, the host of a new radio show, is on the second floor. Talk to her before the Team Rocket takeover to get the Blue Card. Then listen to the show between 6:00 p.m. and midnight every night for a password. When you visit Buena and give her the password, she'll give you points that you can redeem for prizes.

PRIZE	POINTS
ULTRA BALL	2
FULL RESTORE	2
NUGGET	3
RARE CANDY	3
PROTEIN	5
IRON	5
CARBOS	5
CALCIUM	5
HP UP	5

Radio Tower First Floor

Radio Tower Second Floor

Radio Tower Third Floor

Radio Tower Fourth Floor

PINK BOW

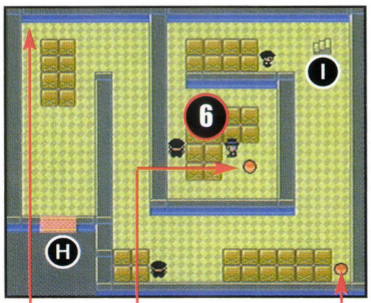
After you take care of Team Rocket, DJ Mary will give you Pink Bow in appreciation.

Radio Tower Fifth Floor

ULTRA BALL

Underground Basement 1–1

Underground Basement 2–2

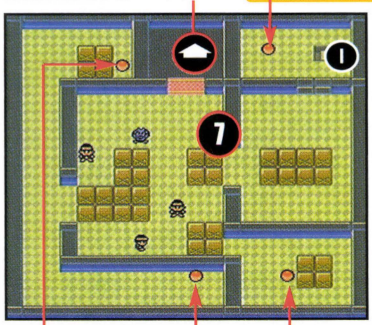


TM 35/SLEEP TALK

MAX ETHER

ULTRA BALL

Underground Basement 1–2

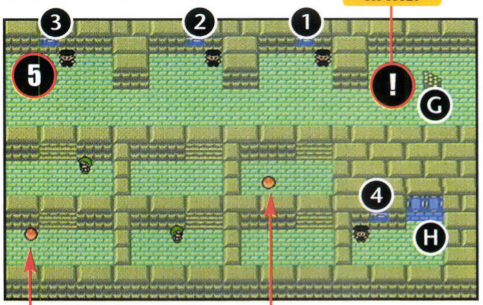


BURN HEAL

ETHER

ULTRA BALL

Underground Basement 2–1



SMOKE BALL

FULL HEAL

2 LOCKED UP — TM 11/SUNNY DAY

You need a key to open the shutters and use the stairs on the right. Until you get one, use the stairs in the middle of the building. After you defeat Team Rocket, the woman closest to the shutters will reward you with TM 11, Sunny Day.

3 MANAGER? — BASEMENT KEY

After you defeat the fake Station Manager in a battle, he will tell you that the real Station Manager is being held in the locked-off area of the Underground. He will give you the Basement Key you need to open the locked area.

4 GO UNDERGROUND

Head back to the Underground area where you can get haircuts for your Pokémon and walk down to the locked door. Use the Basement Key to open the door then enter the Basement.

5 FLIP THE SWITCHES

It's a bit confusing, but if you flip the switches in Underground Basement 2-1 in reverse order (3, 2, 1) you will clear the way to the door at the bottom right and you will be able to continue on. If you get confused or mess up, return to B1—the switches will reset. After you talk to the Station Manager, flip switch 4 to get out.

Your Rival has also come to defeat Team Rocket—not because he wants to help, but because he wants to prove his power. Send him packing.

6 GET THE KEY

TM 35/SLEEP TALK | CARD KEY

Go through the doors and into the next room, where you'll find the real Station Manager. He will be very grateful to you and will gladly hand over his Card Key so that you can open the locked area of the Radio Tower. Pick up TM 35, Sleep Talk, which is sitting very close to the Station Manager.

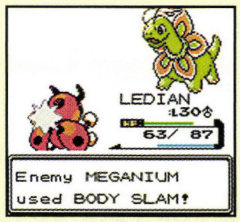
7 ATTENTION SHOPPERS!

If the area seems familiar, it's because it's the basement of the Goldenrod City Department Store. If you visit the Basement often, you should eventually be able to access every corner to pick up the items scattered about.

RIVAL! BATTLE 4

LEVEL 32	FERALIGATR	WTR
LEVEL 32	MEGANIUM	GRS
LEVEL 32	TYPHLOSION AND	FIR
LEVEL 30	GOLBAT	PSN/FLY
LEVEL 28	MAGNEMITE	ELC/STL
LEVEL 30	HAUNTER	GHO/PSN
LEVEL 32	SNEASEL	DRK/ICE

Your Rival is still improving his team of Pokémon. This time, he's got five Pokémon, including the Dark-and-Ice-type Sneasel. Fighting-types are best against Sneasel, but you will be fine if you use Rock- or Fire-types instead.



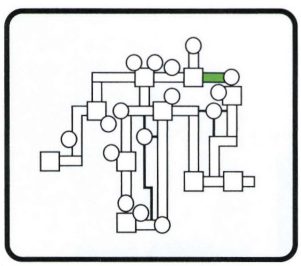
RECOMMENDED POKéMON TYPES:

ELECTRIC, FIGHTING, FIRE, PSYCHIC, ROCK

8 RETURN TO THE TOWER

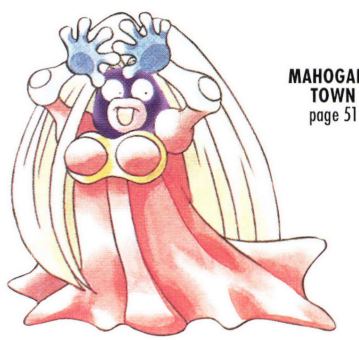
RAINBOW WING (GOLD) | SILVER WING (SILVER) | CLEAR BELL (CRYSTAL)

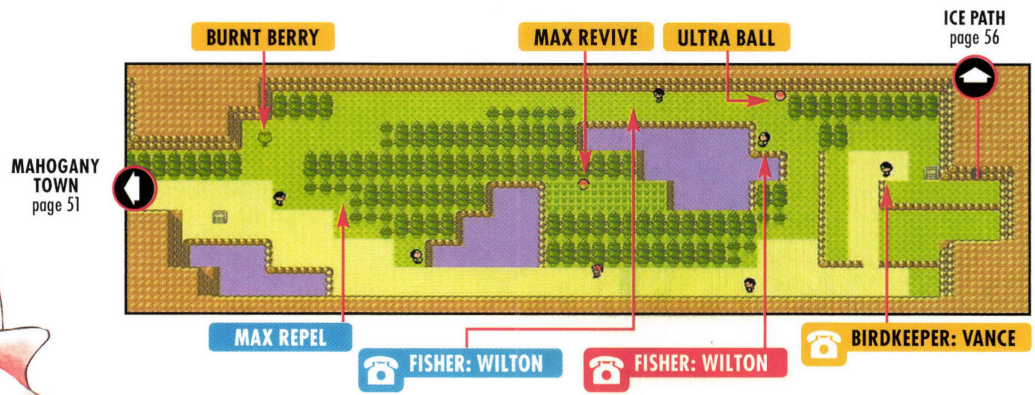
Use the Card Key to open the shutters that block the way to the stairs. Defeat Team Rocket's Leader and make Team Rocket call it quits. The Leader uses Dark- and Poison-type Pokémon, but he won't give you much trouble. After you defeat Team Rocket, the real Station Manager will return. He'll reward you with the Rainbow Wing in Gold, the Silver Wing in Silver and the Clear Bell in Crystal. Use the item to find a legendary Pokémon.

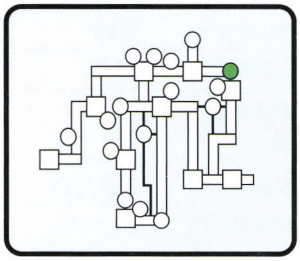


Route 44

There are quite a few Trainers on Route 44, and they're using a variety of Pokémon, including Water-, Flying-, Rock- and Fire-types. You should do very well against all comers if you bring along an Electric-type and a Water-type.







Ice Path

The Ice Path is very slippery in places, making your progress very difficult. Study the diagrams closely to make your way through the slick maze. You will also need a Pokémon with Strength to move boulders around so that you can continue on to Blackthorn City.

1 SLIPPING AND SLIDING

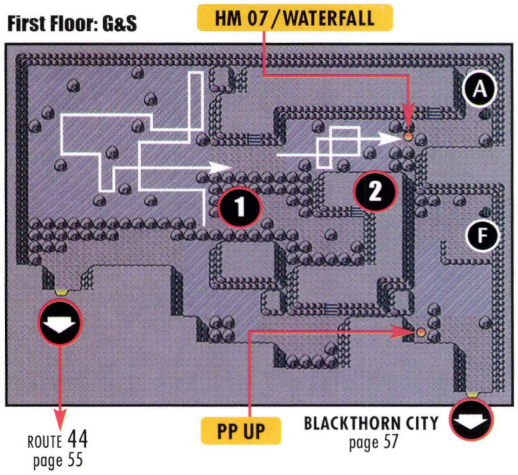
When you step on the ice floor of the path, you won't stop until you've hit a wall or a rock. It takes some planning and logic to get to where you want to go. You can use trial and error, or you can follow the paths shown on these maps. No Pokémon will pop up on the slippery surface.

2 UP THE FALLS

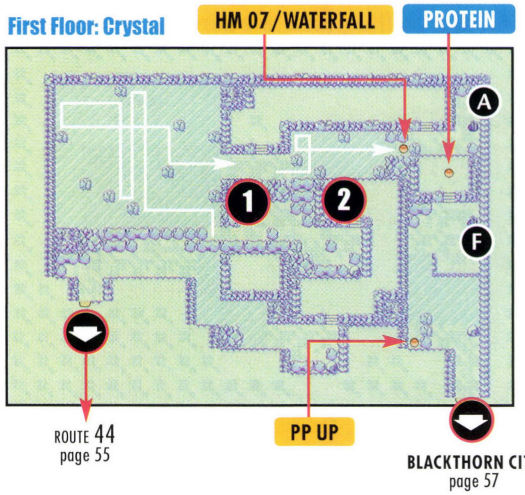
HM 07/WATERFALL

After you pass the first slippery floor, you will see an item on the ground to the far right. It's HM 07, Waterfall, and it's essential in several areas, including Whirl Islands, Mt. Mortar and many other places. Pick it up!

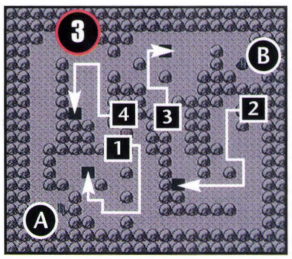
First Floor: G&S



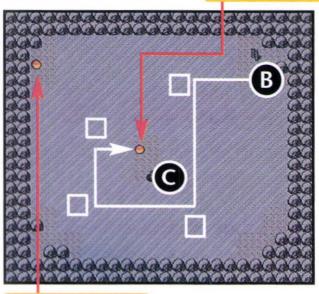
First Floor: Crystal



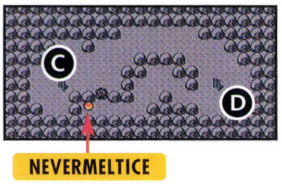
Basement 1–1: G&S



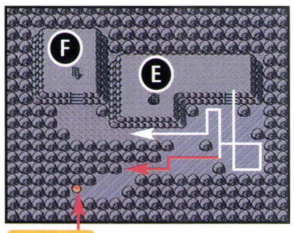
Basement 2–1: G&S



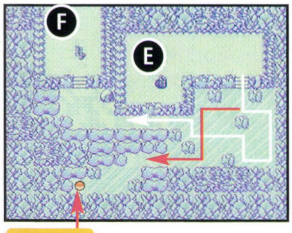
Basement 3: G&S



Basement 1–2: G&S

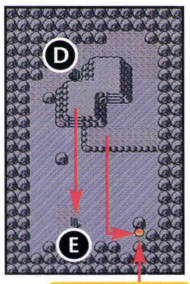


Basement 1–2: Crystal

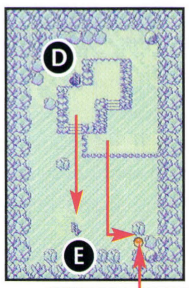


Iron is a very expensive item. If you'd like to pick up a free sample, follow the bottom white arrow down to the Iron. It's a quick trip.

Basement 2–2: G&S



Basement 2–2: Crystal

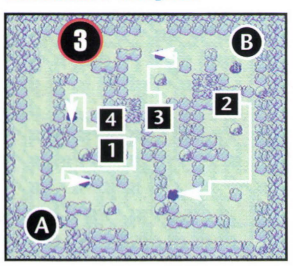


Jump down from the higher level, following the arrow on the right, to pick up TM 44, Rest.

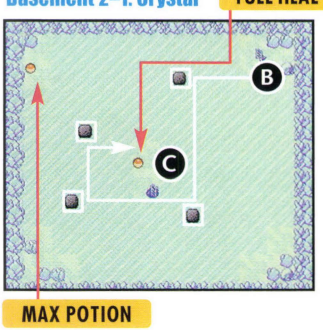
3 DOWN THE HOLE

You need to push the four movable boulders marked 1 through 4 down the holes as shown by the arrows to give yourself stopping places on the large, icy floor below. With the boulders in place, you can reach the ladder to B3. Move through the rest of the rooms as shown, stopping to pick up the very nice items on the floor—you will be in Blackthorn City in no time.

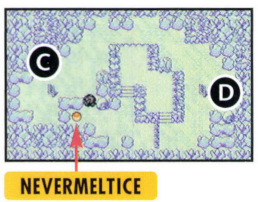
Basement 1–1: Crystal

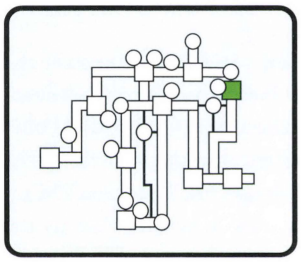


Basement 2–1: Crystal



Basement 3: Crystal

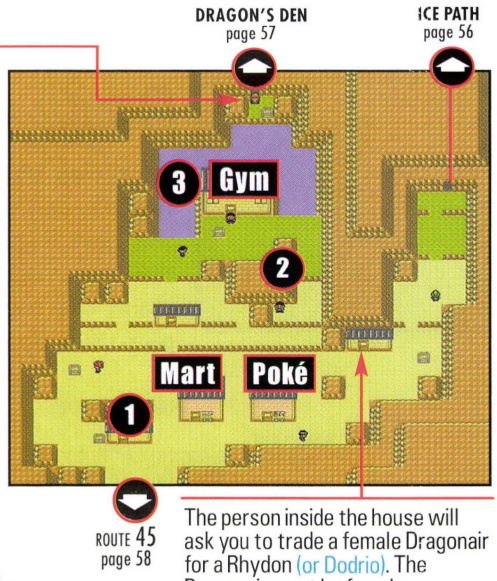




Blackthorn City

Blackthorn City is the home of Lance, the Elite Four alumnus you helped defeat Team Rocket. Clair, the current Blackthorn City Gym Leader, has vowed to be stronger than Lance, and the battle with her is your final Gym Leader battle in Johto. It won't be easy.

If you surf behind the Gym, you will come to the Dragon's Den. Only Dragon Handlers are allowed in, but after you beat Clair, she will give you permission to enter.



The person inside the house will ask you to trade a female Dragonair for a Rhydon (or Dodrio). The Dragonair must be female.

1 MOVES FORGOTTEN

The Move Deleter can make your Pokémon forget any move they've learned, including moves they learned from Hidden Machines (HMs), which were unforgettable in Red, Blue and Yellow. Assess your Pokémon, then use the service if you feel it's necessary.

POKéMON MART

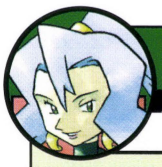
GREAT BALL	600
ULTRA BALL	1200
HYPER POTION	1,200
MAX POTION	2,500
FULL HEAL	600
REVIVE	1,500
MAX REPEL	700
X DEFEND	550
X ATTACK	500

2 SANTOS OF SATURDAY SPELL TAG

One of the Day siblings, Santos, shows up by the small hill below the Gym on Saturdays. He will give you Spell Tag, which increases the power of Ghost-type attacks.

3 BLACKTHORN CITY GYM

The interior of the Blackthorn City Gym is a bit of a puzzle, so just follow the arrows to Clair. She's a proud person who claims to be the world's best Dragon Trainer. Even if you beat her, she won't give you the Gym Badge. She has another task for you to accomplish, first. That's rough!



BLACKTHORN CITY

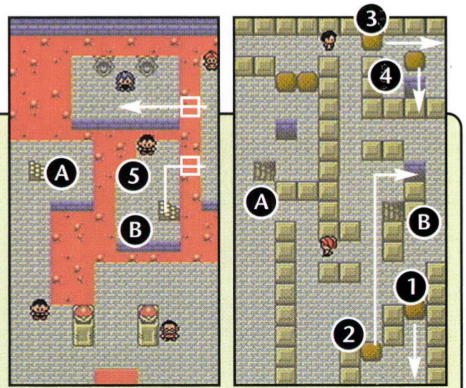
GYM LEADER: CLAIR

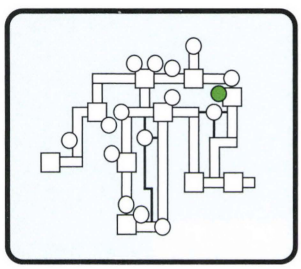
If you don't have a tough Ice-type, it might be best to raise one before you battle with Clair—unless your Pokémon are much higher than Level 40. The Rising Badge allows you to use Waterfall outside of battle, and Pokémon of all levels will obey you.

You'll need Strength to push the boulders on the second floor, which will cover the lava on the first floor and allow you to proceed to the battle with Clair.

LEVEL 37	DRAGONAIR	DRG
LEVEL 37	DRAGONAIR	DRG
LEVEL 40	KINGDRA	WTR/ DRG
LEVEL 37	DRAGONAIR	DRG

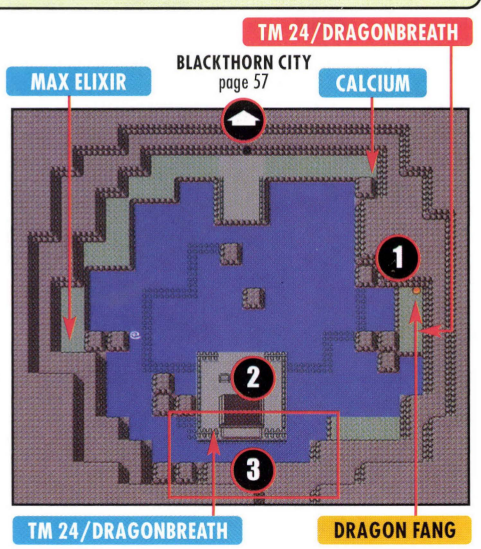
PRIZES: RISING BADGE/TM 24 (DRAGONBREATH)





Dragon's Den

Clair won't give you the Rising Badge until you've found the Dragon Fang in the Dragon's Den in Gold or Silver or endured an inquisition inside the Dragon Shrine in Crystal. If you tell the Dragon Master what he wants to hear, you'll be amply rewarded.



1 FANGTASTIC DRAGON FANG

Clair's request isn't very hard to fulfill. Enter the Dragon's Den, go through the ladders and surf to the Whirlpool. Use Whirlpool, then surf down and to the right until you reach the outcropping of land. In Gold and Silver, you'll pick up Dragon Fang to make Clair appear. She will somewhat reluctantly hand over the Rising Badge and TM 24, Dragonbreath. Professor Elm will call you to come back to his lab and pick up an item from him once you've picked up the last badge.

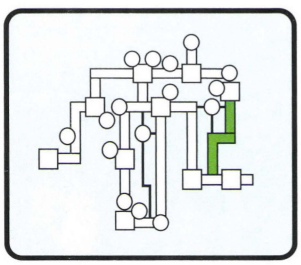
2 DRAGON SHRINE

The Dragon Shrine is dedicated to all the Dragon-type Pokémon said to live inside the cave. There won't be anything happening there at first.

Later: After the battle at Mt. Moon in Kanto, your Rival will become devoted to his training, and you can come back here to watch him train. He trains on Tuesdays and Thursdays.

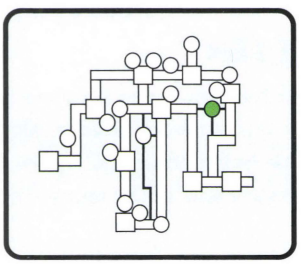
3 FIVE QUESTIONS

When you enter the Dragon Shrine in Crystal, you'll have to answer the Dragon Master's five questions about your Pokémon training philosophy. When considering your responses, you should remember that Pokémon are your beloved friends. If you answer the questions correctly, the master will force Clair to give you the Rising Badge. She'll give you TM 24, Dragonbreath, outside the shrine. If you make a return visit to the Dragon Master, he'll give you a Dratini that knows Extremespeed.



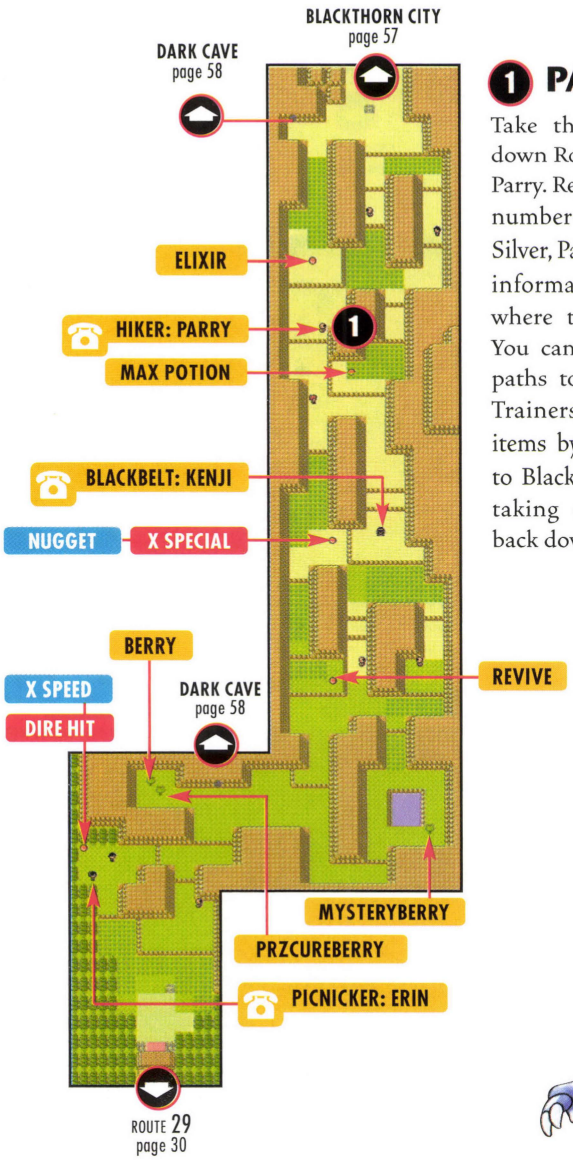
Route 45 & Route 46

Routes 45 and 46 are built into a mountain, so you will be traveling downhill. You can't walk back up, but you can fly. There are many good items scattered along the routes. Make a few trips to pick them up.



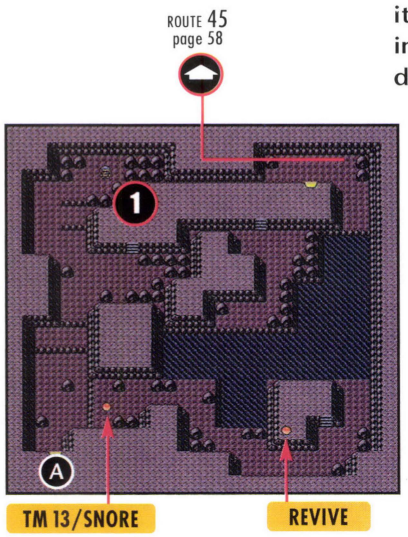
Dark Cave

You can enter the cave from Violet City, Blackthorn City, Route 31, Route 45 and Route 46. You'll need Flash to light your way through the cave and Rock Smash and Surf to find all the items inside. While there are a lot of fabulous items inside the cave, including TM 13, you don't have to enter it.



1 PARRY

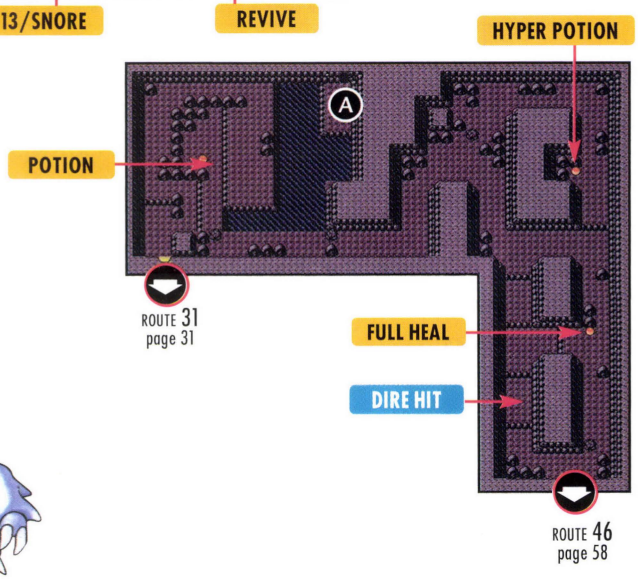
Take the far-left path down Route 45 to talk to Parry. Register his phone number—in Gold and Silver, Parry will call with information about where to catch Marill. You can take the other paths to face the other Trainers and pick up items by flying back up to Blackthorn City then taking different paths back down.

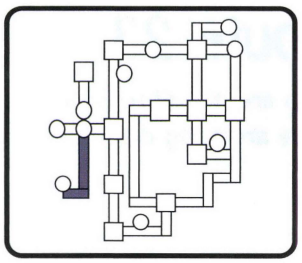


1 SHADY GUY

BLACKGLASSES

Even though it's very dark in the cave, the person inside is wearing what appear to be sunglasses. If you talk to him, he'll give you Blackglasses, which will increase the power of Dark-type attacks.





Route 26 & Route 27

Route 26 and 27 are a little confusing, but they lead the way to Victory Road, so you'll have to get through them. You should bring along Pokémon that know Waterfall and Surf for the trip. Make sure your Pokémon are strong, healthy and attached to you before you leave for Kanto.

Clair from Blackthorn City will explain where you should go. Start in New Bark Town and surf over the water to the right of your house. You're on the way to Kanto and the Elite Four!

1 TRAIN WELL

TM 37/SANDSTORM

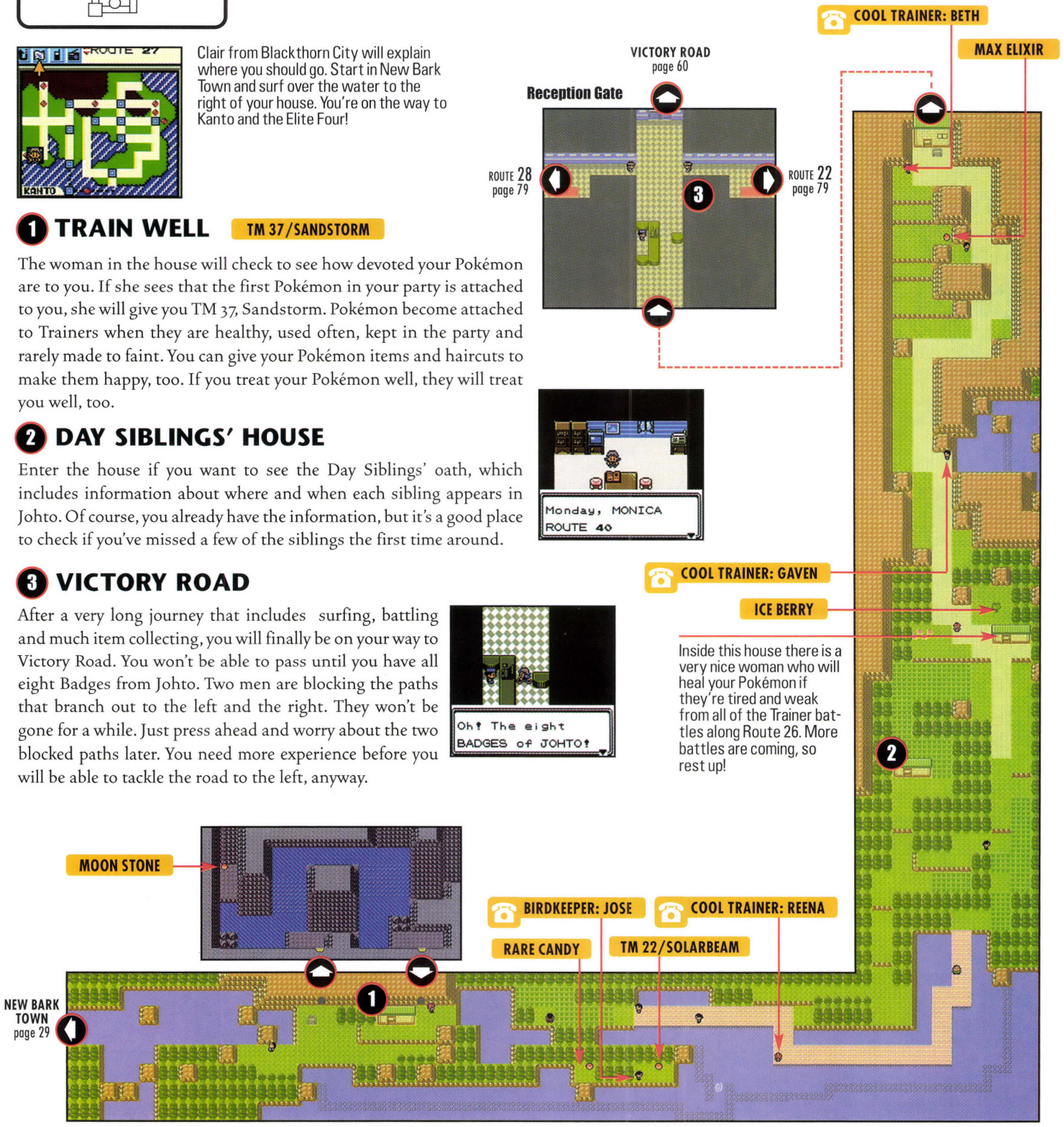
The woman in the house will check to see how devoted your Pokémon are to you. If she sees that the first Pokémon in your party is attached to you, she will give you TM 37, Sandstorm. Pokémon become attached to Trainers when they are healthy, used often, kept in the party and rarely made to faint. You can give your Pokémon items and haircuts to make them happy, too. If you treat your Pokémon well, they will treat you well, too.

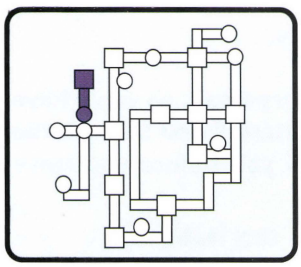
2 DAY SIBLINGS' HOUSE

Enter the house if you want to see the Day Siblings' oath, which includes information about where and when each sibling appears in Johto. Of course, you already have the information, but it's a good place to check if you've missed a few of the siblings the first time around.

3 VICTORY ROAD

After a very long journey that includes surfing, battling and much item collecting, you will finally be on your way to Victory Road. You won't be able to pass until you have all eight Badges from Johto. Two men are blocking the paths that branch out to the left and the right. They won't be gone for a while. Just press ahead and worry about the two blocked paths later. You need more experience before you will be able to tackle the road to the left, anyway.

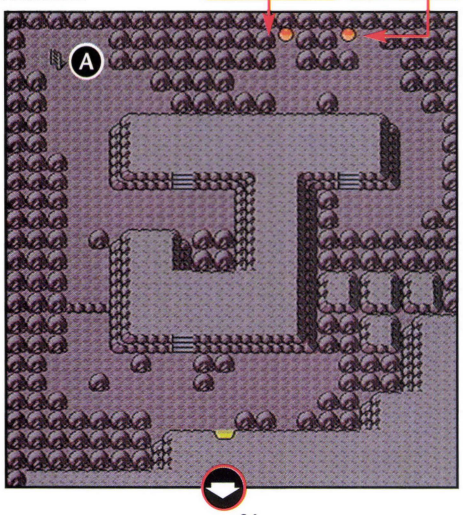




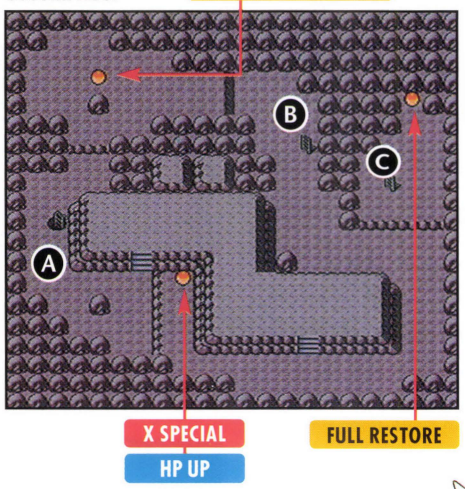
Victory Road, Indigo Plateau & Route 23

You have one more obstacle before you make it to the Indigo Plateau and the Elite Four. The cave is really no big deal to get through, but the items inside the cave are a big deal! Pick up as many as you can, then head out to the Indigo Plateau.

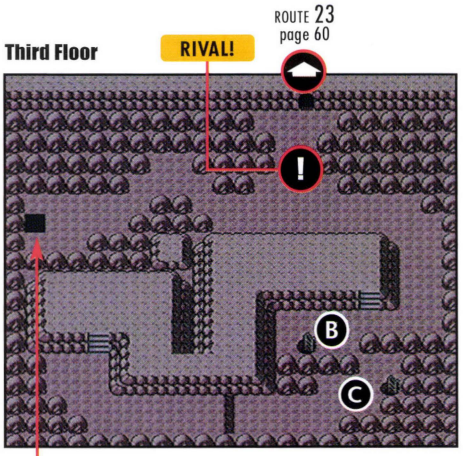
First Floor



Second Floor

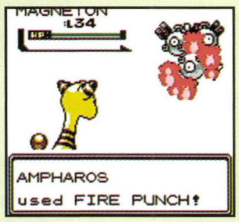


Third Floor



Drop down through this hole to the second floor to pick up TM 26, Earthquake. There's no other way to reach it.

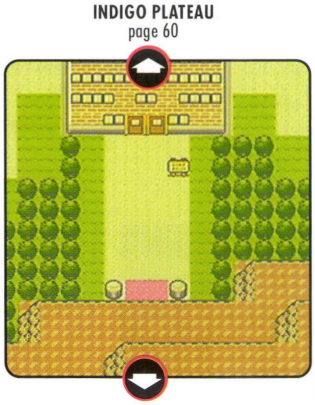
RIVAL! BATTLE 5



LEVEL 38	FERALIGATR	WTR
LEVEL 38	MEGANIUM	GRS
LEVEL 38	TYPHLOSION	FIR
	AND	
LEVEL 34	SNEASEL	DRK/ICE
LEVEL 34	MAGNETON	ELC/STL
LEVEL 35	HAUNTER	GHO/PSN
LEVEL 36	GOLBAT	PSN/FLY
LEVEL 35	KADABRA	PSY

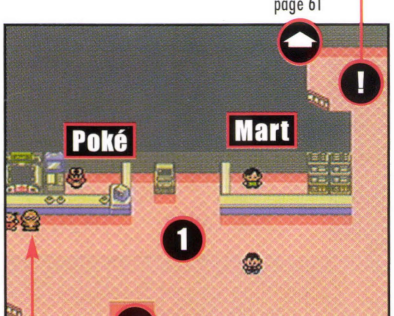
When you try to leave the third floor of the cave, your Rival will challenge you to a battle, and he's added a sixth Pokémon to his team—Kadabra. Ideally, you'll have a Dark-type Pokémon such as Umbreon to battle Kadabra. If you don't have one, a strong Psychic-type or even an Electric-type is fine.

RECOMMENDED POKéMON TYPES:
DARK, ELECTRIC, FIGHTING, FIRE, PSYCHIC



Monday, Wednesday
RIVAL!

VS.ELITE FOUR
page 61



The man with the Abra will teleport you back to Johto. He will be gone once you defeat the champion.

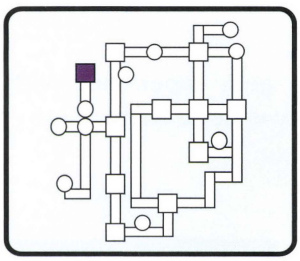
1 SUPPLIES

Make sure you heal your Pokémon and pick up any items you might need before you take on the Elite Four. You can use the combined Pokémon Center and Mart every time you battle there.

Later: After you battle your Rival at Mt. Moon, he will appear at the Pokémon Mart/Pokémon Center every Monday and Wednesday, ready and willing to take you on again.

POKéMON MART

ULTRA BALL	1,200
MAX REPEL	700
HYPER POTION	1,200
MAX POTION	2,500
FULL RESTORE	3,000
REVIVE	1,500
FULL HEAL	600

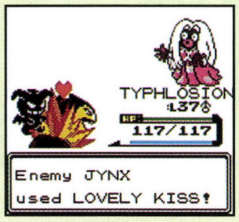


Vs. Elite Four

The Elite Four battle is misleading—you actually have to battle five excellent Trainers with very strong Pokémon. You can't stop at a Pokémon Center between battles, so you'd better bring some HP-restoring products, some Revives and other important items with you.

1 WILL

LEVEL 40	XATU	PSY/FLY
LEVEL 41	EXEGGUTOR	GRS/PSY
LEVEL 41	SLOWBRO	WTR/PSY
LEVEL 41	JYNX	ICE/PSY
LEVEL 42	XATU	PSY/FLY



RECOMMENDED POKéMON TYPES:

DARK, ELECTRIC, FIRE, ICE, PSYCHIC

This Trainer's team are all dual types that include the Psychic-type. If you attack each Pokémon's other type's weakness, you should have no problems. For example, attack Xatu with an Electric-type, because Flying-types are weak against them. A very powerful Psychic- or Dark-type Pokémon, Level 55 or higher, could be used to combat the entire team on its Psychic-type.

2 KOGA

LEVEL 40	ARIADOS	BUG/PSN
LEVEL 43	FORRETRESS	BUG/STL
LEVEL 42	MUK	PSN
LEVEL 41	VENOMOTH	BUG/PSN
LEVEL 44	CROBAT	PSN/FLY

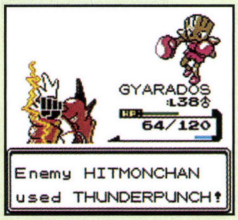
RECOMMENDED POKéMON TYPES:

FIRE, PSYCHIC

Koga uses Bug-types and Poison-types, and with his first moves he'll try to poison your Pokémon. He'll also try to confuse your Pokémon, leaving them somewhat helpless. Take him out as quickly as you can with your Psychic-types and Fire-types. The longer the battle goes on, the less likely it is that you'll emerge victorious.

3 BRUNO

LEVEL 42	HITMONTOP	FTG
LEVEL 42	HITMONLEE	FTG
LEVEL 42	HITMONCHAN	FTG
LEVEL 43	ONIX	RCK/GRD
LEVEL 46	MACHAMP	FTG



RECOMMENDED POKéMON TYPES:

FLYING, PSYCHIC, WATER

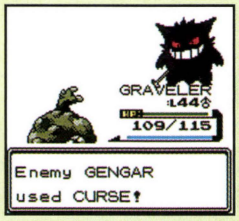
Unlike Koga, Bruno won't try to mess with your Pokémon's status. Instead, he will use Pokémon that strike hard and fast, hoping to knock your team out quickly and painfully. If you have a fast Psychic-type, use it to put the hurt on most of Bruno's team. Use a Water-type on Onix, the only non-Fighting-type in Bruno's team.

PREPARE FOR BATTLE!

Every one of the Trainers is using Level-40 to Level-50 Pokémon, and they aren't exactly pushovers. Your Pokémon should be in that same ballpark, or higher, or you'll really be in for a thrashing. A good team will have six different types of Pokémon and would do well if it included a powerful Electric-type, a strong Ice-type and a seasoned Fire-type. Pick your team carefully, studying the recommendations for each member of the Elite Four. Use Pokémon that you're comfortable with, and be sure to heal them with items between matches. The battles are not easy, and if you lose to one Trainer, you'll have to start all over again!

4 KAREN

LEVEL 42	UMBREON	DRK
LEVEL 42	VILEPLUME	GRS/PSN
LEVEL 45	GENGAR	GHO/PSN
LEVEL 44	MURKROW	DRK/FLY
LEVEL 47	HOUNDOOM	DRK/FIR



RECOMMENDED POKéMON TYPES:

FIGHTING, GROUND, PSYCHIC

Karen, the last of the Elite Four, uses Dark-type Pokémon in battle. Her Pokémon are particularly weak against Fighting-types, but Water-types and Electric-types will also work against her dual-type Dark Pokémon. Karen's other Pokémon share the Poison-type and will be easily dispatched with a Psychic- or Ground-type.

CHAMPION LANCE

LEVEL 44	GYARADOS	WTR/FLY
LEVEL 47	DRAGONITE	DRG/FLY
LEVEL 46	CHARIZARD	FIR/FLY
LEVEL 47	DRAGONITE	DRG/FLY
LEVEL 46	AERODACTYL	RCK/FLY
LEVEL 50	DRAGONITE	DRG/FLY

RECOMMENDED POKéMON TYPES:

ELECTRIC, ICE

Yes, it's the same Lance from the Lake of Rage. He's grateful for your help, but he's also the Champion, so you have to beat his team of mostly Dragon-types. His team is united in its Flying-type, so an Electric-type will deal damage to every member of the team. Dragon-types are weak against Ice-types, so a powerful Ice-type Pokémon should also be in your party.

S.S. Aqua

The S.S. Aqua takes Pokémon Trainers from Olivine City in Johto to Vermilion City in Kanto. The boat ride is relatively short, but you'll still have time for a little adventure at sea. Pop into all the rooms—you can gain experience with Pokémon battles, and you'll find some good items, too.

OLIVINE CITY
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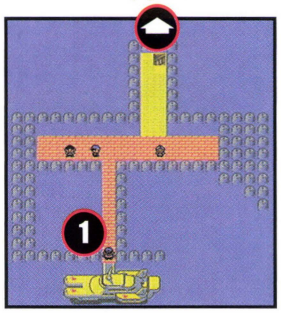
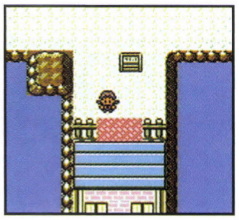


1 AQUA, MAN

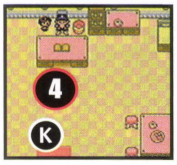
Professor Elm presents you with an S.S. Ticket after you've beaten the Elite Four. Go to Olivine City's dock and talk to the people there. The last person will ask to see your ticket and show you to the boat. After your first boat trip, the boat will operate only on certain days.



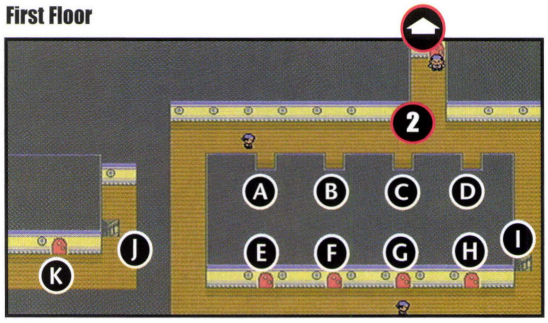
2 GRANDBABY

The old man in room H needs your help. His granddaughter wandered off, and he'd like you to find her for him. He will give you the Metal Coat, an item that your Onix might take a liking to, if you can find her.

Captain's Quarters



First Floor

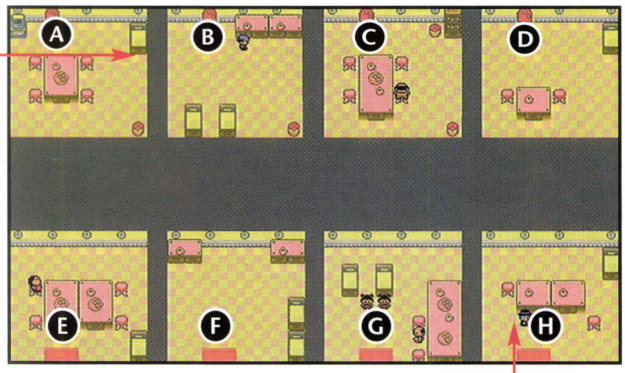


3 GET BACK TO WORK!

The sailor blocks your way to the rooms in the basement. He won't let you wander around belowdecks until you've rounded up his buddy. Search for the lazy sailor in room B, which is right next to your cabin. After the lazy sailor mutters an excuse for sleeping on the job, he'll get back to work, and his less lazy buddy will let you pass.

First Floor Rooms

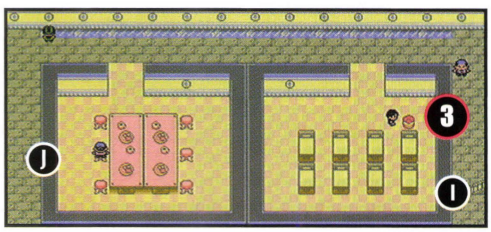
Take a nap on the bed to revive weary Pokémon. On your second boat ride and every trip after, you can make the boat arrive instantly at your destination by resting on the bed.

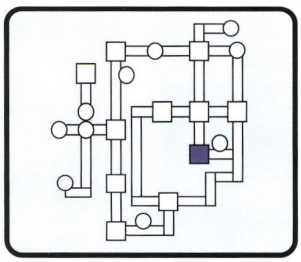


4 A CAPTAIN AUDIENCE

Make your way to room K, the Captain's Quarters. The old man's granddaughter is in the room harassing the captain. If you get the little scamp back to the old man's room, he will give you Metal Coat. After you've completed the search for the girl, you'll see an announcement that the boat has arrived at Vermilion City.

Basement





Vermilion City

Your first ride on the S. S. Aqua takes you to Vermilion City. Even if you've visited Kanto before in Red, Blue or Yellow, you are still in for some surprises—many things around Kanto have changed. If this is your first visit, you have a lot of exploring to do!

1 CRUISIN'

After the first trip to Kanto, the boat will follow a regular schedule. It departs from Vermilion City on Wednesdays and Sundays, and it departs from Olivine City on Mondays and Fridays. You can return to Johto by walking if you can't wait for the boat to leave.

POKéMON MART

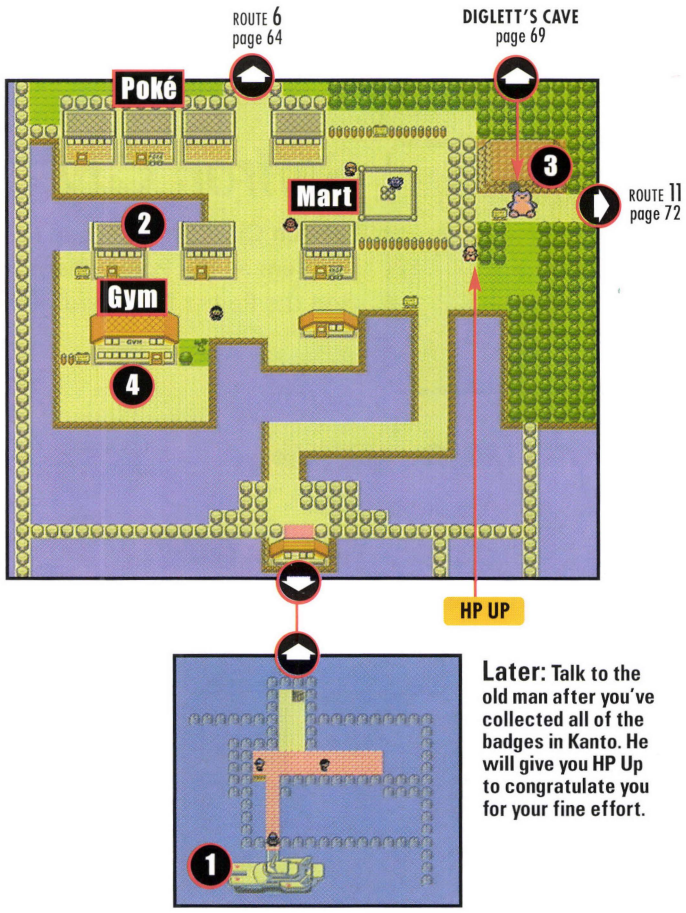
ULTRA BALL	1,200
SUPER POTION	700
HYPER POTION	1,200
REVIVE	1,500
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
LITEBLUE MAIL	50

2 LEADER OF THE PACK

RARE CANDY POKé DOLL

If you talk to the President of the Pokémon Fan Club, he will start telling you a very long story. If you listen to his entire story, he'll give you Rare Candy for your polite attention.

Later: After you've spoken to Copycat in Saffron City, return to the Pokémon Fan Club and talk to the guy at the table. He will listen to your story about Copycat's missing Poké Doll and ask you to return it to her.



Later: Talk to the old man after you've collected all of the badges in Kanto. He will give you HP Up to congratulate you for your fine effort.

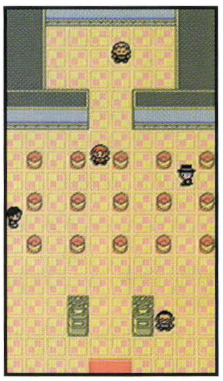
3 SNOOZIN'

Snorlax is blocking the way to Route 11 and Diglett's Cave. You'll need to get a few things done before Snorlax will get out of your way for good.

Later: After you help out at the Power Plant and pick up the Exp Card for your Pokégear in Lavender Town, you will be able to move Snorlax. Set your Pokégear's radio to "Pokémon Flute" to wake Snorlax and get it out of your way. It's the only chance you have to catch Snorlax.

4 VERMILION CITY GYM

Cut the tree blocking the way to reach Vermilion City Gym. Lt. Surge, the Gym Leader, is very fond of Electric-type Pokémon—try not to be shocked.



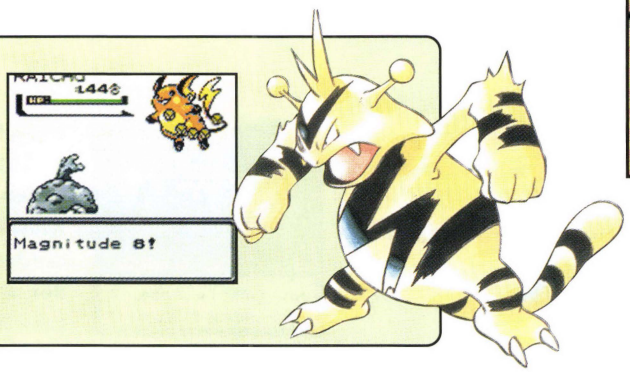
VERMILION CITY

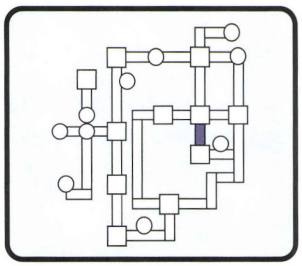
GYM LEADER: LT. SURGE

The traps that once guarded Vermilion City Gym are gone, but Lt. Surge is still in residence. If you take a good Ground-type into battle, you won't be touched by the electrical onslaught of Surge's Electric- or Steel-type Pokémon.

PRIZE: THUNDER BADGE

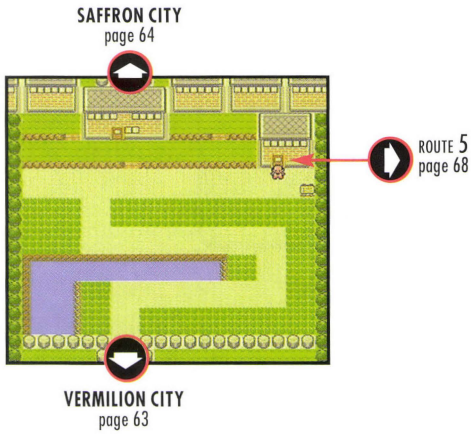
RECOMMENDED POKéMON TYPE: GROUND

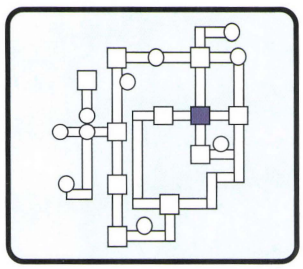




Route 6

Route 6 is a tiny little road that connects Vermilion City with Saffron City. The building in the upper right is the entrance to the Underground Path that also connects the two cities. The Underground Path will be closed until the Power Plant fiasco is fixed.





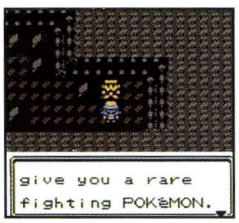
Saffron City

Saffron City is home to many interesting places including Silph Co. and the Train Station. The problem at the Power Plant has stopped the train from running . . . maybe it's a good idea to find the Power Plant and get things straightened out!

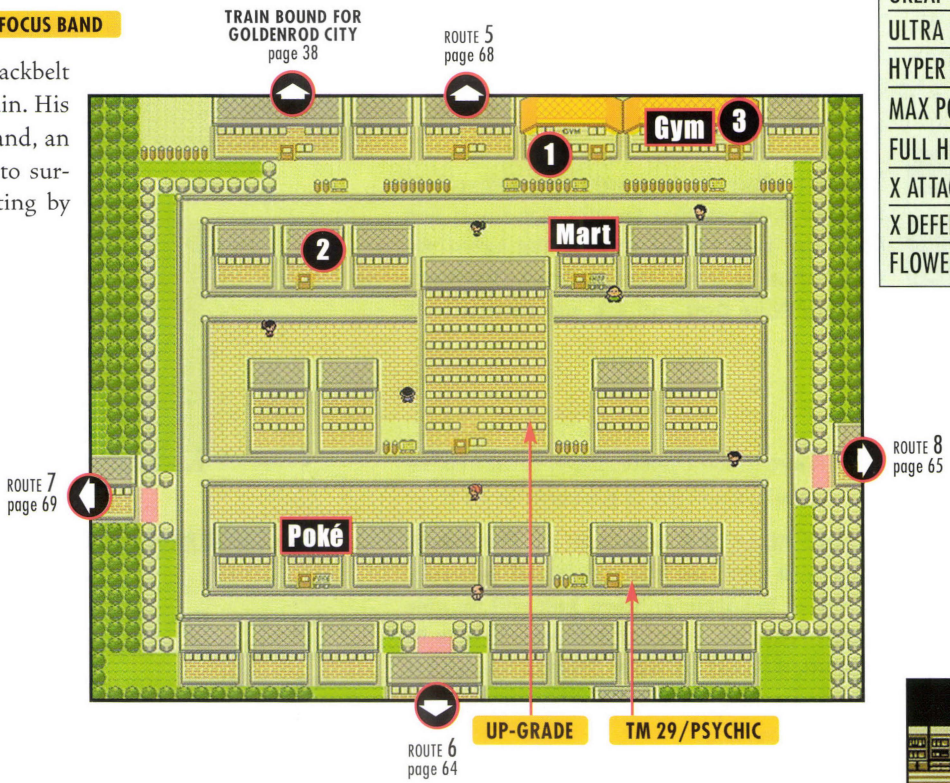
1 DOJO MOJO

FOCUS BAND

The Fighting Dojo's master, Blackbelt Kiyo, has gone to Johto to train. His acolyte will give you Focus Band, an item that allows a Pokémon to survive any attack without fainting by leaving it with 1 HP.



See page 51 for information about Blackbelt Kiyo in Johto.



POKéMON MART

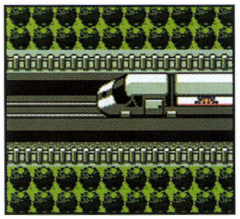
GREAT BALL	600
ULTRA BALL	1,200
HYPER POTION	1,200
MAX POTION	2,500
FULL HEAL	600
X ATTACK	500
X DEFEND	550
FLOWER MAIL	50

2 BE A DOLL

PASS

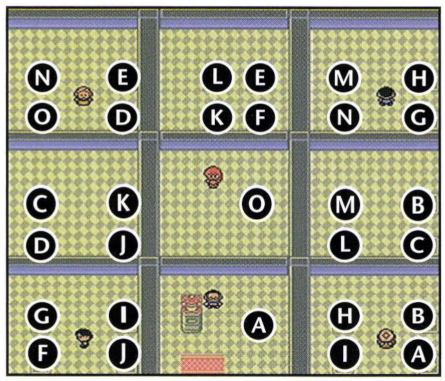
After the Power Plant incident has been resolved, head upstairs in Copycat's house, where she will tell you about her missing Clefairy Doll. Head back to the Pokémon Fan Club in Vermilion City to get the Poké Doll for her.

Later: After you return the Poké Doll to Copycat, she will give you the Pass, which allows you to travel by train between Saffron City in Kanto and Goldenrod City in Johto. The train doesn't follow a schedule, so you can take it whenever you would like.



3 SAFFRON CITY GYM

The path to Sabrina, Saffron City's Gym Leader, is a bit confusing. There are many warp pads to step on that will lead you around the nine small rooms, many of which have a Trainer inside, waiting to battle. To reach Sabrina, step on the warp pads in this order: A, B, C, D, O.



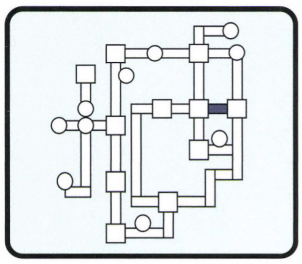
SAFFRON CITY

GYM LEADER: SABRINA

Sabrina uses Psychic-types. If you have Dark-type Pokémon, you will easily prevail. You can find Dark-types on Route 7—raise them to Level 40 or higher before attempting to battle.

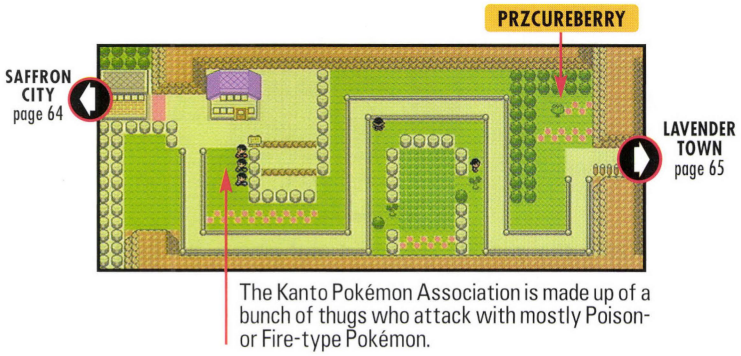
PRIZE: MARSH BADGE

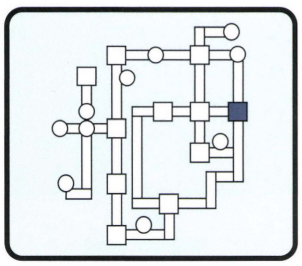
RECOMMENDED POKéMON TYPES: DARK, PSYCHIC, ELECTRIC, ICE, ROCK



Route 8

Route 8 connects Saffron City with Lavender Town. The building used to house the Underground Path, which connected Route 8 with Route 7, but it's been closed.





Lavender Town

The large building in Lavender Town houses a Radio Station, and the smaller building nearby is a memorial for the souls of departed Pokémon. The Radio Station isn't working because the Power Plant isn't operational.

1 RADIO, RADIO

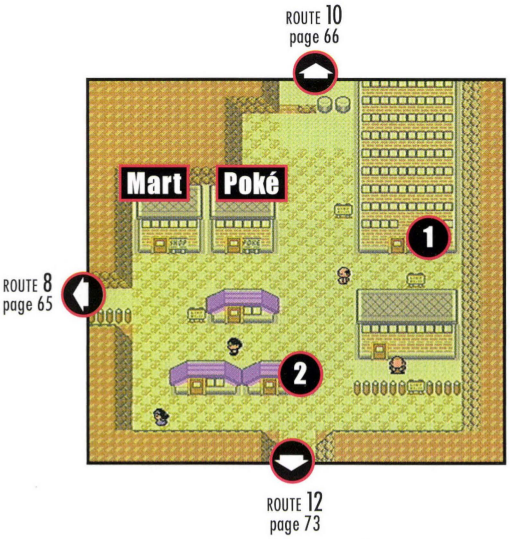
EXPN CARD

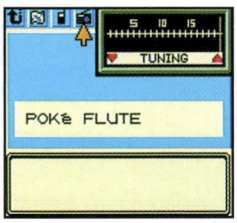
To be the sound's salvation, you need to get the Power Plant up and running. When the power is restored, you'll get a nice gift from the Radio Station's head honcho.

Later: After the Power Plant mess has been fixed up, talk to the Radio Station's President. He will give you an Expn Card which allows you to listen to the radio in Kanto. You can go back to Vermilion City and move the Snorlax blocking Diglett's Cave if you tune in to the Poké Flute channel on your Pokégear.

POKéMON MART

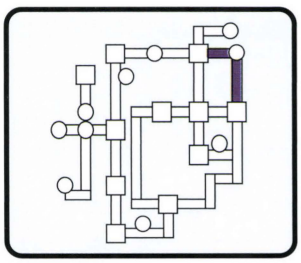
GREAT BALL	600
POTION	300
SUPER POTION	700
MAX REPEL	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250





2 ANOTHER RATER

The Name Rater in Lavender Town can help you change your Pokémon's nicknames, just like the Name Rater in Goldenrod City. Remember, though—you can't change the names of Pokémon you received in a trade.

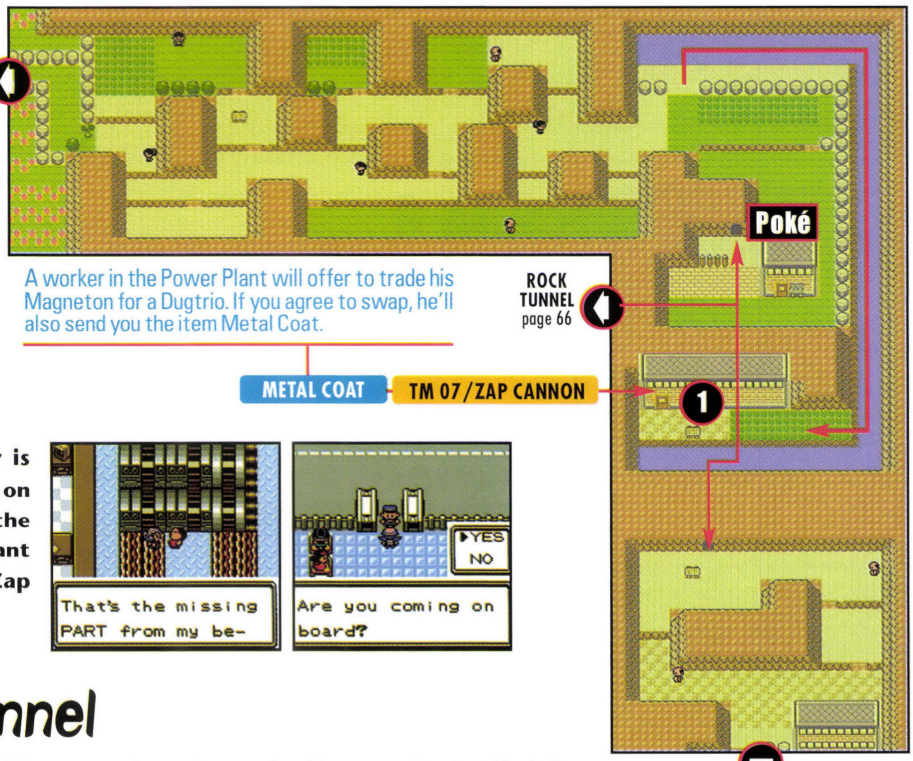


Route 9 & Route 10

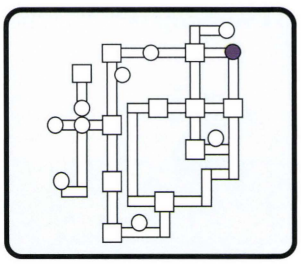
The Power Plant is located in the middle of Route 10—you have to go through the Rock Tunnel then up Route 10 to the water, where you can Surf back down Route 10 to the building as shown by the white arrow on the map. Assess the situation at the Power Plant and try to fix it, or you won't get much farther.

1 POWER OUTAGE

Talk to the Power Plant's manager and the Police Officer inside the Power Plant to learn about the missing part. Go out to Cerulean City's Gym, where you will run into a suspicious man who definitely knows where the part is. See page 68 for more information.



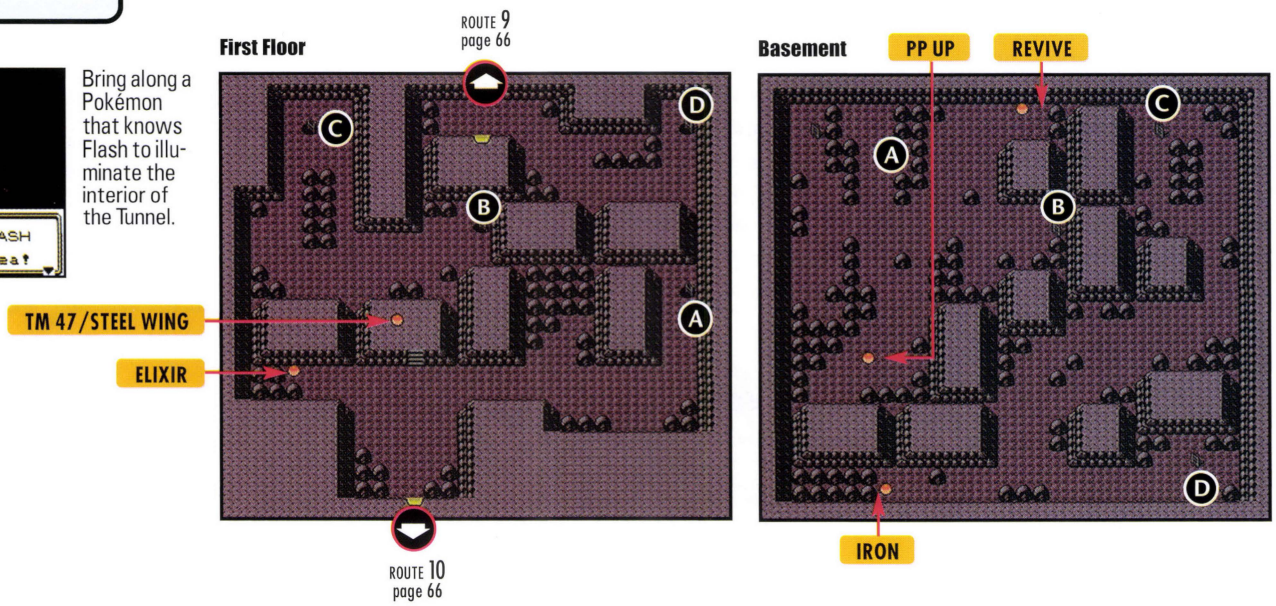
Later: After the part is returned and power is restored, everything in Kanto that depends on electricity will start working again—including the train that travels from Kanto to Johto. The Plant Manager will also reward you with TM 07, Zap Cannon, to thank you for your help.

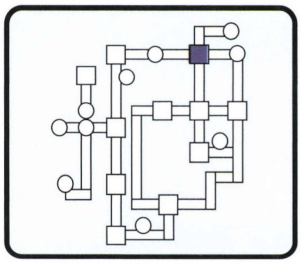


Rock Tunnel

The Rock Tunnel will get you from Lavender Town to Route 10. It is neither complex nor large, so you shouldn't have trouble picking up all the items inside and finding your way out. Make sure you pick up TM 47, Steel Wing, when you first enter the tunnel.

Bring along a Pokémon that knows Flash to illuminate the interior of the Tunnel.



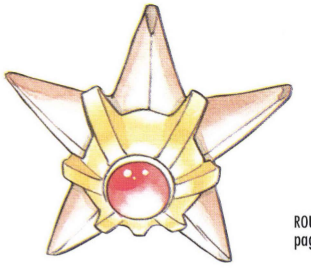


Cerulean City

Head directly to the Gym to find the suspicious man who has run off with the Power Plant's part. The Gym Leader isn't in the Gym, but that's OK—you have other business to attend to before you battle with her.

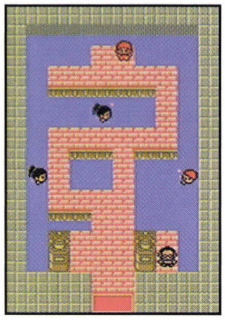
1 SOMETHING SUSPICIOUS

The man standing outside the Gym is a good source of information. He will help you find the suspicious man and Misty.



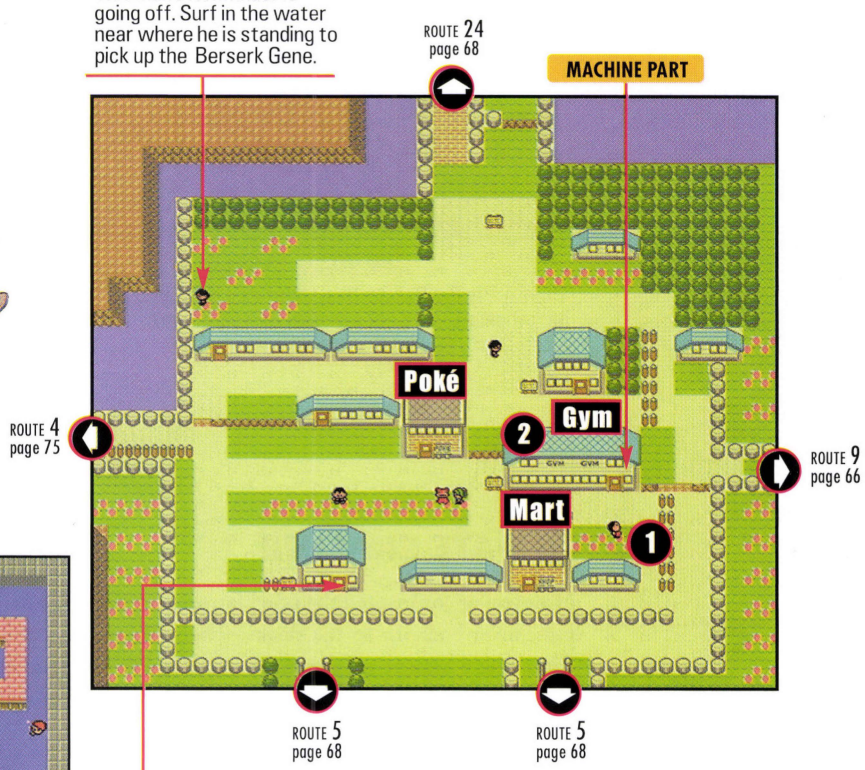
2 CERULEAN CITY GYM

You won't be able to battle the Gym Leader until you take care of the Power Plant situation. Tackle the odd, suspicious man first, then head up to Route 25 to get the Gym Leader, Misty, back to the Gym.



Later: Find the odd man up at Route 24, then battle and defeat him. He will admit that he threw the machine part into the water in Cerulean City's Gym. Use your Itemfinder to track down the missing part, which is located in the square pool in the center of the Gym.

This man's Itemfinder is going off. Surf in the water near where he is standing to pick up the Berserk Gene.



This building used to house a Bike Shop, but a sign posted out front informs you that the shop has moved to Johto.

POKéMON MART

GREAT BALL	600
ULTRA BALL	1,200
SUPER POTION	700
SUPER REPEL	500
FULL HEAL	600
X DEFEND	550
X ATTACK	500
DIRE HIT	650
SURF MAIL	50

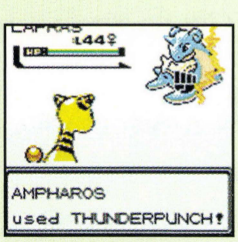
CERULEAN CITY

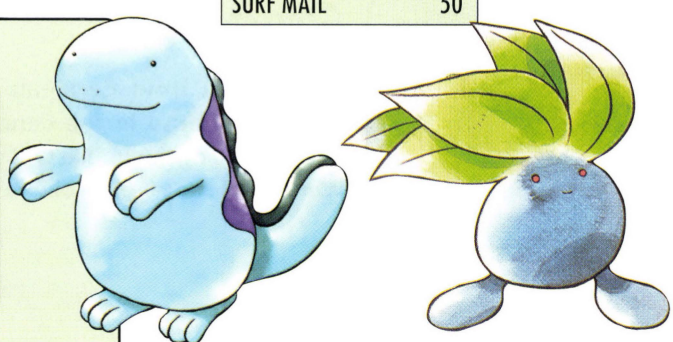
GYM LEADER: MISTY

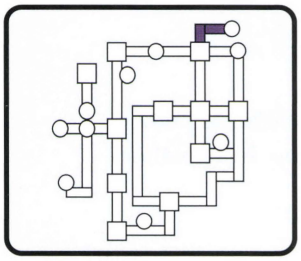
Misty prefers Water-type Pokémon, but some of her creatures have dual-types like Water-and-Ice or Water-and-Psychic. If you have both an Electric-type and a Grass-type, you won't have any problems defeating her.

PRIZE: CASCADE BADGE

RECOMMENDED POKéMON TYPES:
ELECTRIC, GRASS

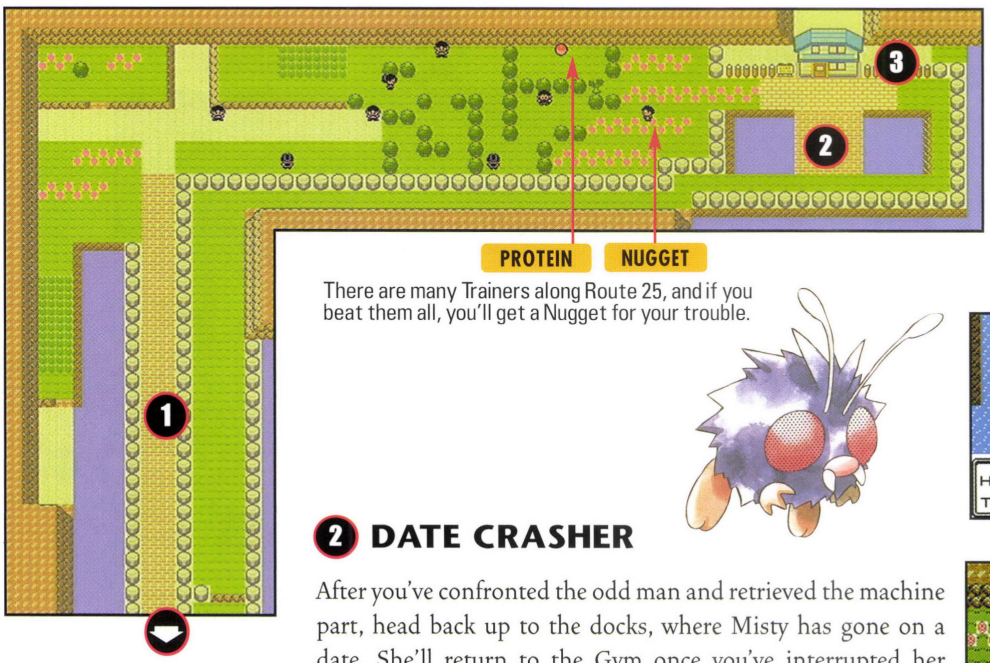






Route 24 & Route 25

Route 24 and Route 25 aren't that long, but there is a lot to see and do there. You'll have plenty of battles to fight, a machine part to track down and a Gym Leader to find.



There are many Trainers along Route 25, and if you beat them all, you'll get a Nugget for your trouble.

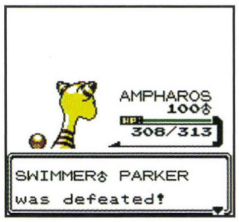
CERULEAN CITY
page 67

1 ROCKET REDUX

You'll come to a poor, odd fellow who's a member of Team Rocket—but Team Rocket is no more! He hasn't gotten the news of Team Rocket's demise yet, so you'll have to put him in his place. After you defeat him, he will tell you where he hid the missing machine part, so you can retrieve it and fix the generator at the Power Plant.

2 DATE CRASHER

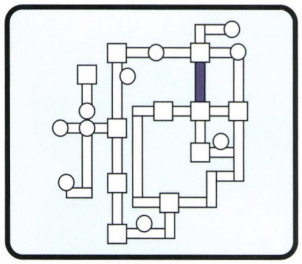
After you've confronted the odd man and retrieved the machine part, head back up to the docks, where Misty has gone on a date. She'll return to the Gym once you've interrupted her romantic stroll along the water, and she'll be ready to fight!



2 BILL'S GRANDFATHER

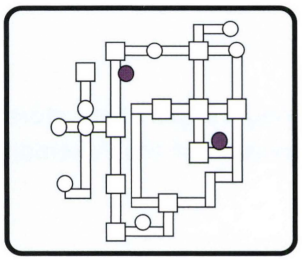
EVERSTONE | FIRE STONE | LEAF STONE | THUNDERSTONE | WATER STONE

Bill's grandfather will ask you to show him a Pokémon with a long tongue. If you have such a Pokémon, Bill's grandfather will give you an Everstone. Come back often—Bill's grandfather will ask to see different Pokémon, and he'll have many stones to reward you with.



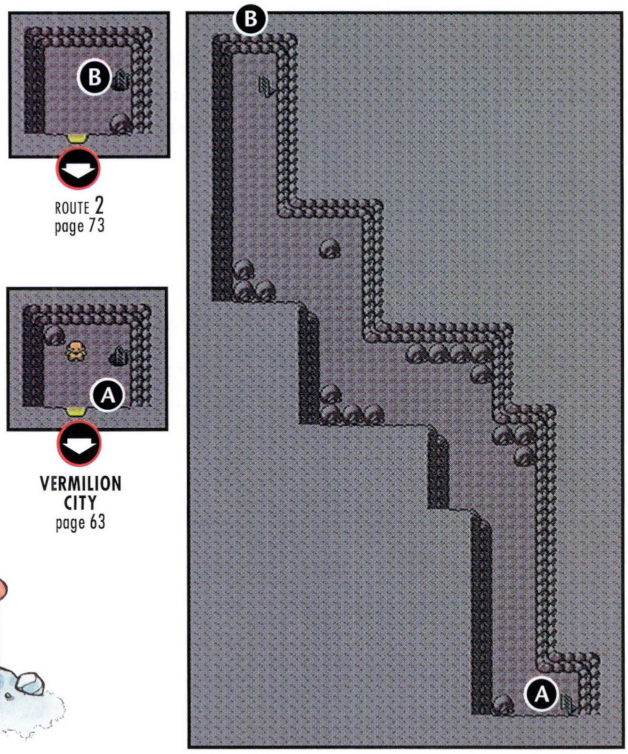
Route 5

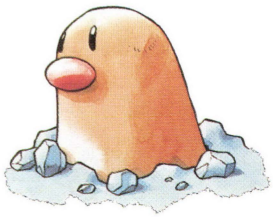
Head south from Cerulean City on Route 5 to reach the house in the center of the route. The old woman in the house will give you Cleanse Tag, which will keep wild Pokémon away from you.

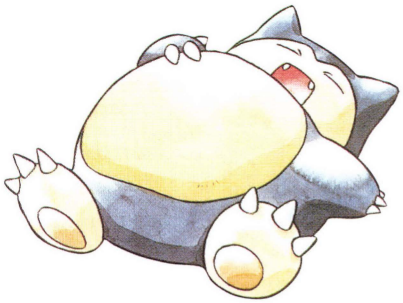


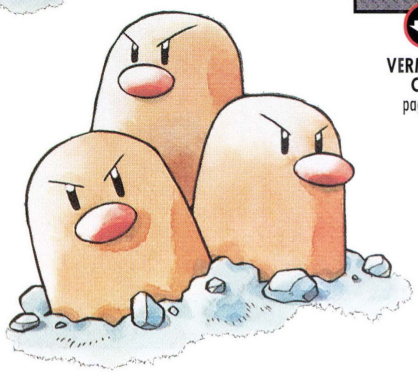
Diglett's Cave

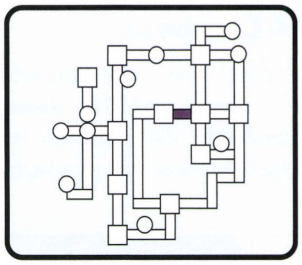
Diglett's Cave couldn't be much simpler. It's basically a way to get from Vermilion City to Route 2. You can catch Diglett in the cave, which is great, but you won't be able to enter it until you wake up Snorlax.





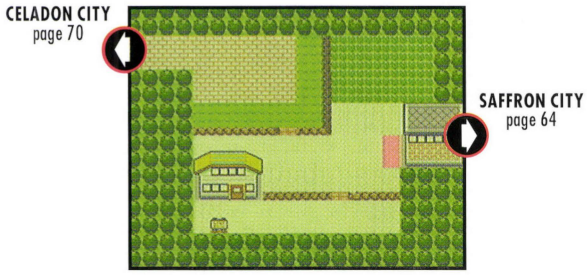


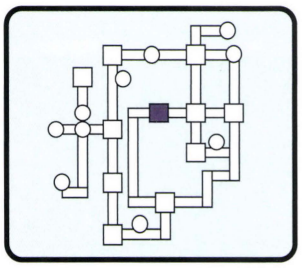




Route 7

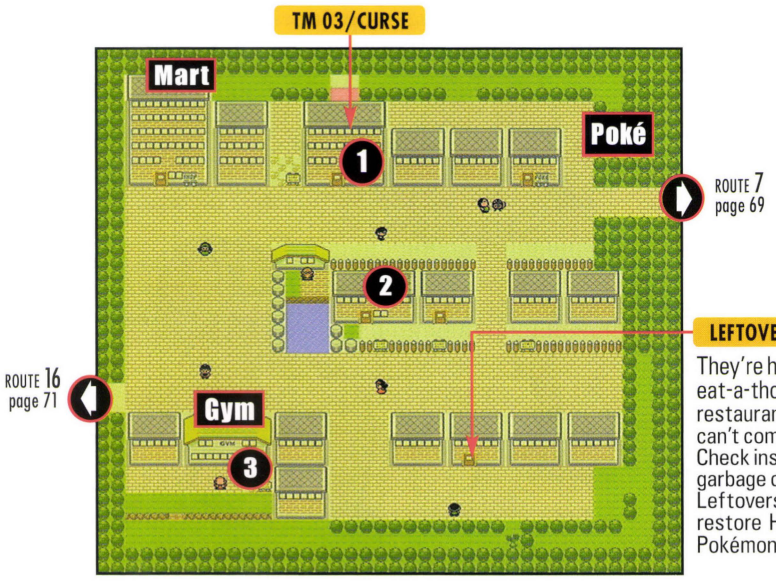
Route 7 is another supershort road that connects two cities—Celadon City and Saffron City. The building used to house an entrance to an Underground Path that led to Route 8, but it's been closed off because of unruly Trainers.





Celadon City

Like Goldenrod City in Johto, Celadon City is a very large place, featuring a department store and a game arcade. Celadon Mansion is home to GAME FREAK, the creators of the Pokémon games. Stop in and talk to them for some interesting conversation.



LEFTOVERS

They're having an eat-a-thon in the restaurant, but you can't compete. Check inside the garbage can for Leftovers, which restore HP to Pokémon in battle.

POKéMON MART

2nd Floor-1	
POKé BALL	200
GREAT BALL	600
ULTRA BALL	1,200
ESCAPE ROPE	550
FULL HEAL	600
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
AWAKENING	250
PARLYZ HEAL	200
2nd Floor-2	
POTION	300
SUPER POTION	700
HYPER POTION	1,200
MAX POTION	2,500
REVIVE	1,500
SUPER REPEL	500
MAX REPEL	700

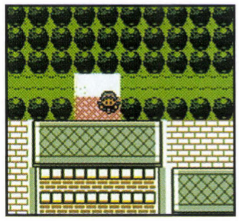
4th Floor	
POKé DOLL	1,000
LOVELY MAIL	50
SURF MAIL	50
5th Floor-1	
X ACCURACY	950
GUARD SPEC.	700
DIRE HIT	650
X ATTACK	500
X DEFEND	550
X SPEED	350
X SPECIAL	350
5th Floor-2	
HP UP	9,800
PROTEIN	9,800
IRON	9,800
CARBOS	9,800
CALCIUM	9,800

3rd Floor	
TM 10/HIDDEN POWER	3,000
TM 11/SUNNY DAY	2,000
TM 17/PROTECT	3,000
TM 18/RAIN DANCE	2,000
TM 37/SANDSTORM	2,000

6th Floor	
FRESH WATER	200
SODA POP	300
LEMONADE	350

1 GAME FREAK TM 03/CURSE

The fine people who created Pokémon are working in Celadon Mansion. You can talk to the Programmer, the Game Designer, the Graphic Artist and another fellow who keeps his job title to himself. Wait until dark, then take the path behind the mansion to reach the fourth floor and talk to the man inside. He will tell you a scary story about a bicycle, then he will give you TM 03, Curse.

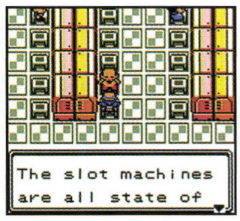


2 TAKE A CHANCE COIN x18

Talk to everyone inside the Game Corner—one man will give you 18 coins to take your chances with. The Game Corner has slot machines similar to the machines in Goldenrod City and good prizes for those lucky enough to win big.

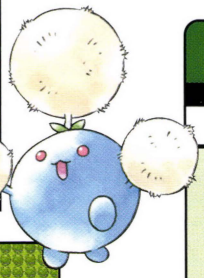
PRIZES: Gold & Silver	
TM 32/DOUBLE TEAM	1,500
TM 29/PSYCHIC	3,500
TM 15/HYPER BEAM	7,500
#122 MR. MIME	3,333
#133 EEVEE	6,666
#137 PORYGON	9,999

PRIZES: Crystal	
TM 32/DOUBLE TEAM	1,500
TM 29/PSYCHIC	3,500
TM 15/HYPER BEAM	7,500
#25 PIKACHU	2,222
#137 PORYGON	5,555
#246 LARVITAR	8,888



3 CELADON CITY GYM

Make sure you have a Pokémon with you that can use Cut, so you can eliminate the single obstacle blocking the way to Celadon City's Gym. Inside the Gym, you might run into some of Erika's followers, but, like their Leader, they're using mostly Grass-type Pokémon. They won't give you much trouble, because you're already carrying a Fire-type and an Ice-type to deal with Erika. Heal your Pokémon before facing Erika if necessary.



CELADON CITY

GYM LEADER: ERIKA

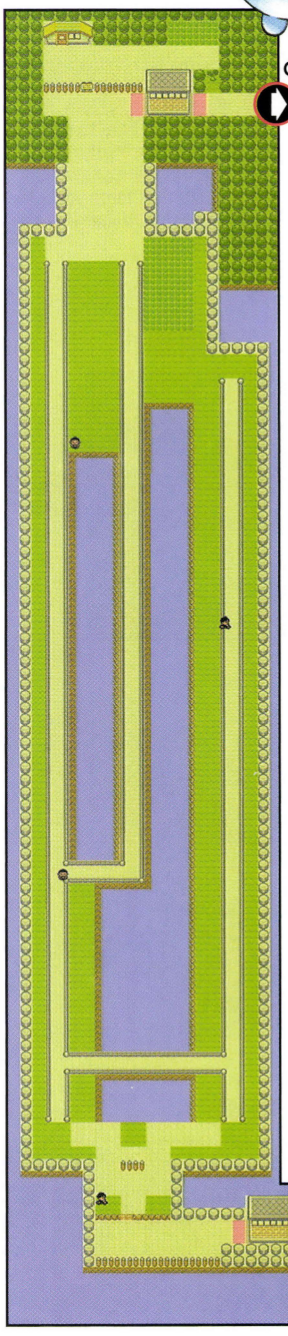
RECOMMENDED POKéMON TYPES:

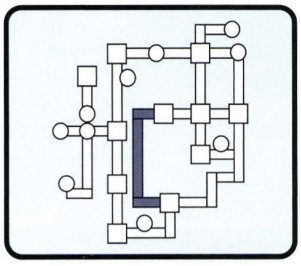
FIRE, ICE, PSYCHIC

Erika is a fan of Grass-types, which means you should be a fan of Fire-types and Ice-types when you battle. Watch out for her tough attacks, like Solarbeam, which could put the hurt on your team. If you strike quickly with your most powerful Fire- or Ice-type attacks, you'll do very well.

PRIZES: RAINBOW BADGE/TM 19 (GIGA DRAIN)

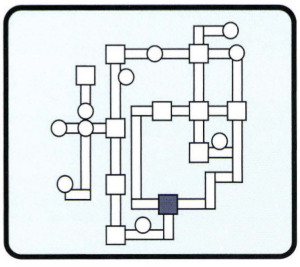
Giga Drain will give your attacking Pokémon a boost in HP equal to half the amount of damage the attack inflicts upon the opposing Pokémon.





Routes 16, 17 & 18

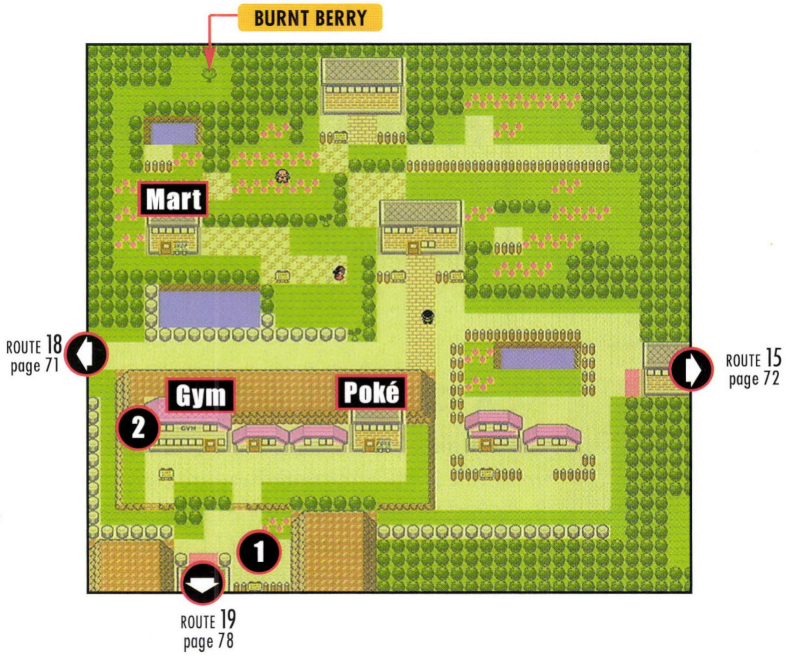
Route 16 is short and leads to Route 17, which is a Bike Path. Once you start going downhill, you will keep going, even if you stop pushing Down on the Control Pad. You can stop to fish, but otherwise you have to move up or down the hill constantly. Route 18 is not downhill, so you can stop wherever you want to.



Fuchsia City

Fuchsia City has seen some changes since the first Pokémon games. The Safari Zone is closed because the director is traveling abroad. Koga, the former Gym Leader, is now part of the Elite Four. There's also some construction going on that will keep you from Cinnabar Island for a short time.

The world-famous Safari Zone is closed because its director has gone on a much-needed vacation. He won't be back.



POKéMON MART

GREAT BALL	600
ULTRA BALL	1,200
SUPER POTION	700
HYPER POTION	1,200
FULL HEAL	600
MAX REPEL	700
FLOWER MAIL	50

1 ROAD CLOSING

You can't take the road to Route 19 as you might like, so if you want to get to Cinnabar Island, you'll have to go around the other way, through Pallet Town. The construction will be completed when you reach Cinnabar from the other direction.

2 FUCHSIA CITY GYM

Koga's daughter, Janine, is the new Fuchsia City Gym Leader. She has taught her Trainers well in the art of disguise, and each one of them appears to be Janine when you meet them. When the battle starts, however, you will see that it's not Janine you're fighting.

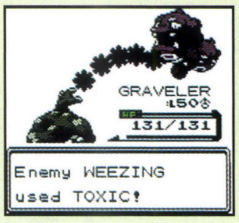
FUCHSIA CITY

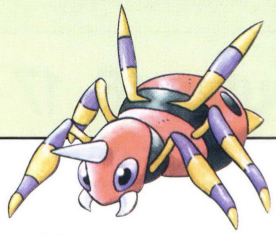
GYM LEADER: JANINE

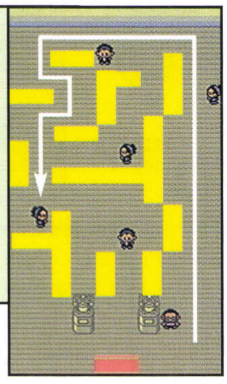
RECOMMENDED POKéMON TYPES:
PSYCHIC, GROUND, FIRE

PRIZES: SOUL BADGE/TM 06 (TOXIC)

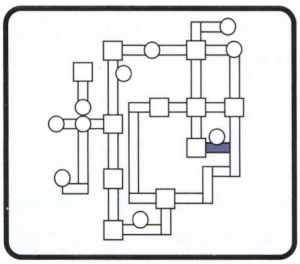
Janine prefers Poison-type Pokémon, so you should protect yourself with Psychic-, Ground-, and Fire-type Pokémon. In addition to the Soul Badge, Janine will give you the poison-friendly TM 06, Toxic, when you beat her.





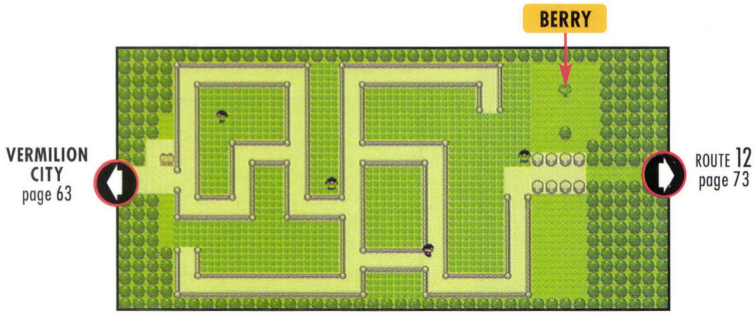


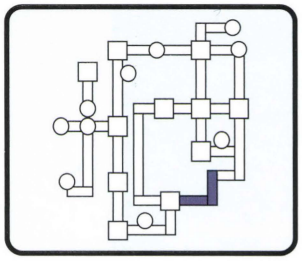
Follow the arrow's path to find the true leader of Fuchsia City's Gym. You will find it hard to walk around the Gym—there are tiny, almost invisible walls that force you into the paths of many of the Trainers.



Route 11

After you've cleared Snorlax out of the way in Vermilion City, you can take Route 11 to Route 12. There are a few Trainers to battle and lots of tall grass full of Pokémon. The Trainers use Flying-, Grass- or Fire-type Pokémon, so be prepared to battle those types.



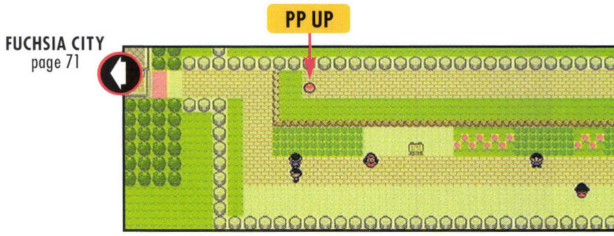


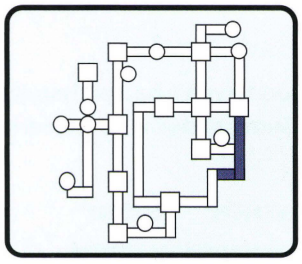
Route 14 & Route 15

Routes 14 and 15 also have plenty of Trainers waiting to battle you. Take along a few items that will keep your Pokémon strong for the entire journey.

1 A CHANSEY OPERATION

Cut down the tree blocking the way to reach the girl in the grass. She is willing to trade her Aerodactyl, the only one in the game, for your Chansey. Not a bad trade-off, even if it does take you a long time to find a Chansey. If you make the trade, you'll also get a Gold Berry.





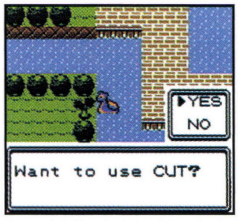
Route 12 & Route 13

If you're in the mood for Trainer battles, Routes 12 and 13 are definitely the places to be. There are many Trainers ready to do battle with you along the routes, and they have a great variety of Pokémon types—take a well-balanced team on your trip!

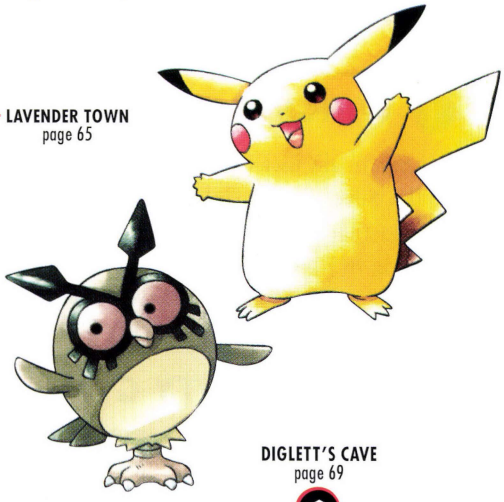
1 TAKE THE BAIT

SUPER ROD

If you talk to the man in the cabin about fishing, he will give you the Super Rod, which allows you to catch Water-type Pokémon at much higher levels in the rivers, lakes and seas you encounter on your journey.



Surf in the water off Route 12, then cut the tree and walk up to the item on the ground—Nugget!



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PSNCUREBERRY

CARBOS

CALCIUM

NUGGET

NUGGET

MAX POTION

DIRE HIT

GOLD BERRY

ELIXIR

VIRIDIAN CITY
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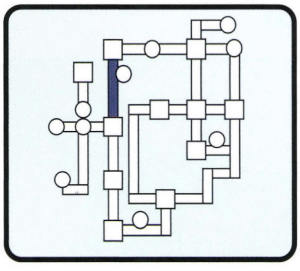
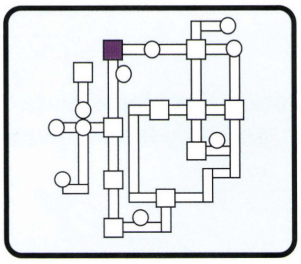


Route 2

There are many trees along Route 2—if you want to see everything the route has to offer, you'd better bring a Pokémon that knows Cut with you.

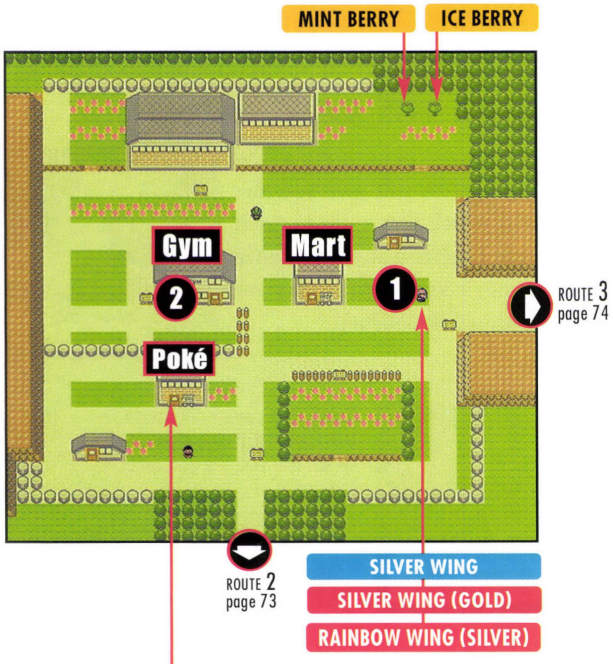


Pewter City

Pewter City has the item you need to find whichever Legendary Bird you haven't had a chance to catch yet—Ho-oh in Silver, or Lugia in Gold and Crystal. Brock, the Gym Leader who prefers Rock-type Pokémon, lives in Pewter City.

1 WINGING IT

You can finally pick up either the Rainbow Wing (Silver) or the Silver Wing (Gold and Crystal) in Pewter City. Talk to the old man to get the Wing he found while training in Johto a long time ago. After you get one of the Wings, head to the Tin Tower (Silver) to catch Ho-oh or Whirl Islands (Gold and Crystal) to catch Lugia.



2 PEWTER CITY GYM

Brock and his single Trainer use mostly Rock- and Ground-type Pokémon. There are no surprises in the Gym, but there are stone-cold Pokémon battles.

POKéMON MART

GREAT BALL	600
SUPER POTION	700
SUPER REPEL	500
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250

If you have a Gloom, you can trade it to the man in the Pokémon Center for a Rapidash. In Crystal, the man will ask for a Haunter in trade for his Xatu.

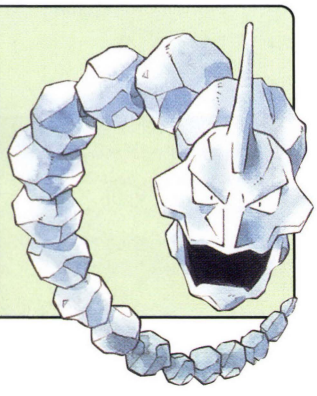
PEWTER CITY

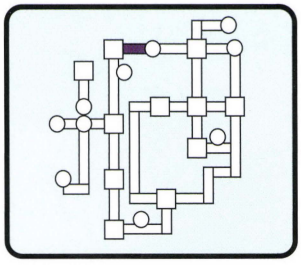
GYM LEADER: BROCK

The battle against Brock will be easy if you take along a good Water-type Pokémon or two and a Grass-type Pokémon. Brock's Pokémon are very tough, but your Water-types should sail right through the battle.

PRIZE: BOULDER BADGE

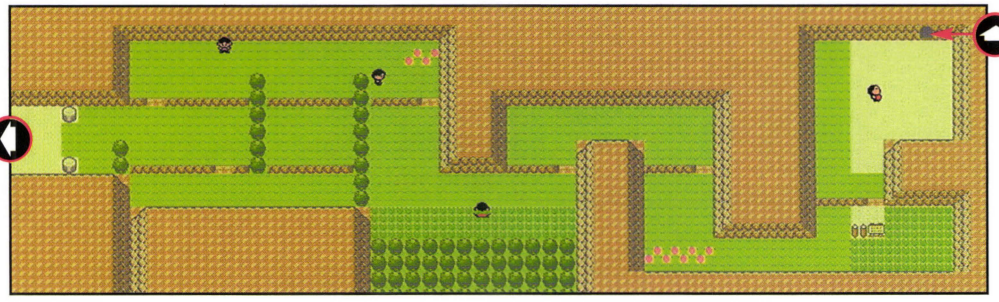
RECOMMENDED POKéMON TYPES:
WATER, GRASS

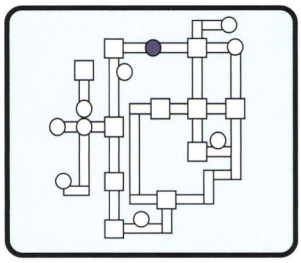




Route 3

Route 3 leads to Mt. Moon, where your Rival is waiting, ready to battle. You'll run into a handful of Trainers with Flying-, Poison- or Fire-type Pokémon, so you might want to backtrack to Pewter City before continuing on to Mt. Moon.



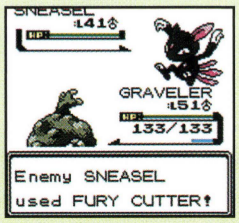


Mt. Moon

Situated directly between Routes 3 and 4, Mt. Moon is a small but important part of Kanto. It's the only place you can catch the elusive Clefairy, but you might have to stick around all night before one shows up!

RIVAL! BATTLE 6

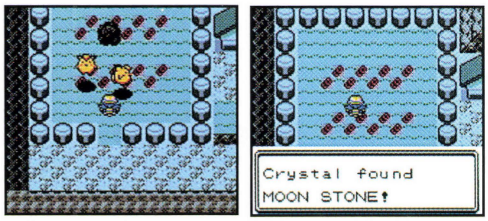
When you enter Mt. Moon, your Rival will immediately come up to you and challenge you to a battle. His Pokémon haven't changed from the last time you saw him, but every one of his creatures is over Level 40. Try to have several Pokémon over Level 40 as well.

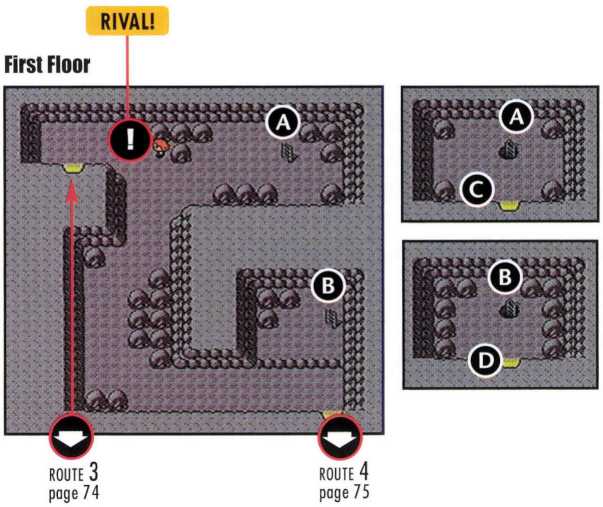


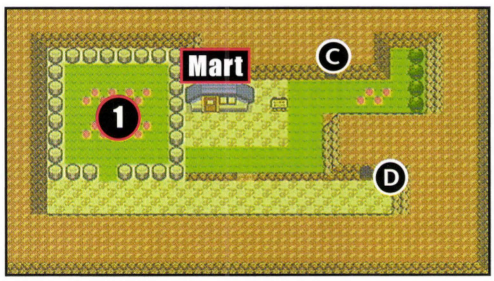
RECOMMENDED POKéMON TYPES:
FIRE, GROUND, PSYCHIC

1 CLEFAIRY'S DANCE

Every Monday night, the Clefairy do a pretty little dance in the square. Pay attention to the rock they dance around—if you break it immediately with Rock Smash, you could find something really cool! If you don't have Pokémon with Rock Smash at the time you won't be to return to it up.



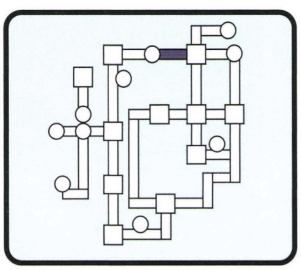




The Pokémon Mart at Mt. Moon has several items that are regularly sold in department stores only, like Lemonade and Poké Dolls. It also sells a new kind of stationery, Portrait Mail. Mt. Moon is open only in the morning and during the day.

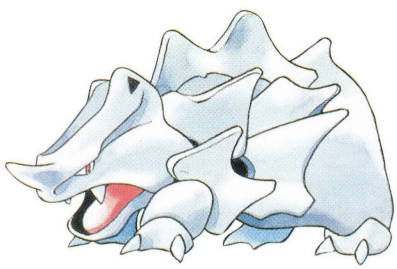
POKéMON MART

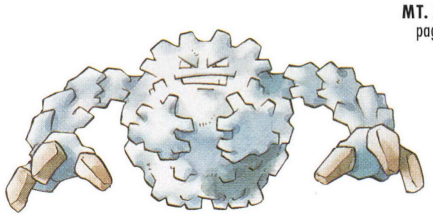
POKé DOLL	1,000
FRESH WATER	200
SODA POP	300
LEMONADE	350
REPEL	350
PORTRAIT MAIL	50

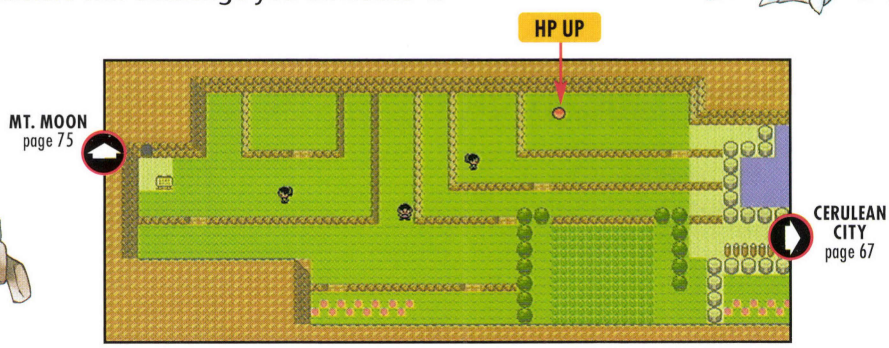


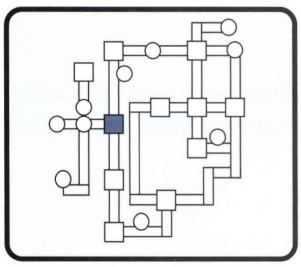
Route 4

Route 4 is a sort of one-way street—you can go from Mt. Moon to Cerulean City, but you can't do the opposite because of the small cliffs that make up the route. Only a few Trainers will challenge you on Route 4.



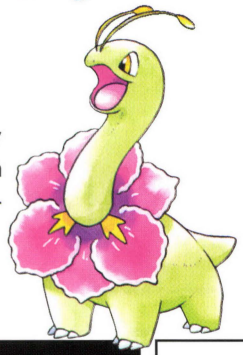






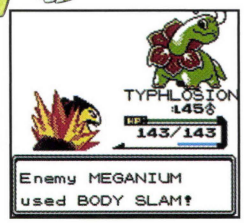
Viridian City

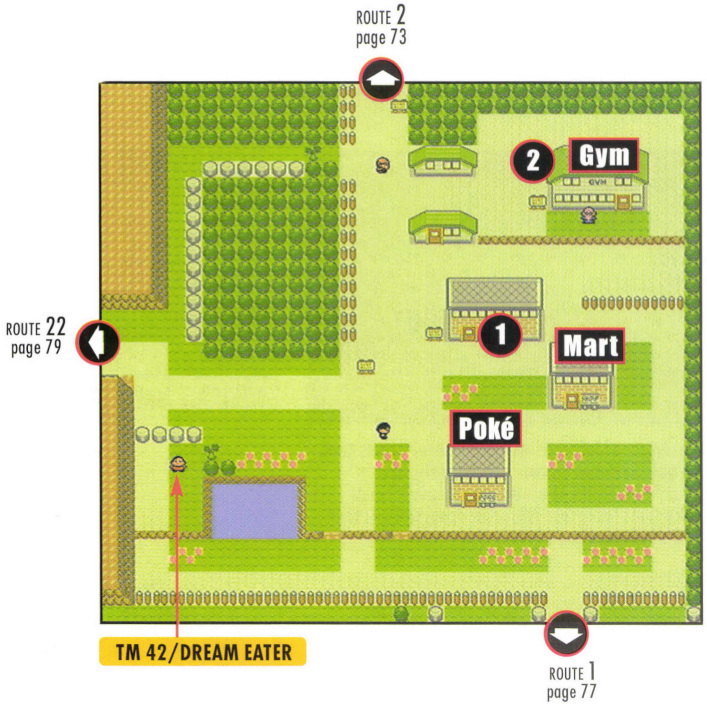
The first time you wander up to Viridian City, you probably won't be able to find the Gym Leader, Blue. Talk to everyone in the city to learn that there's a clue to the Gym Leader's whereabouts on Cinnabar Island.



1 A BATTLE A DAY

The Trainer House in Viridian City is a good place to train. You can participate in a battle there once a day. If you've recently exchanged Mystery Gifts with someone, that person will be the Trainer you face in the Trainer House. Otherwise, you'll battle a Trainer that has three Level-50 Pokémon: Meganium, Typhlosion and Feraligatr. You can fight only one battle a day, so make it count!





2 VIRIDIAN CITY GYM

You won't see anybody inside the Viridian City Gym the first time you pass through. You have to head up to Route 1, across Pallet Town and down to Cinnabar Island, where you'll find Blue.

Later: After you've made it to Cinnabar Island and talked to Blue, he will head back to Viridian City Gym so you can fight him. He is a formidable opponent—make sure your Pokémon are battle-ready before you challenge him.

POKéMON MART

ULTRA BALL	1,200
HYPER PORTION	1,200
FULL HEAL	600
REVIVE	1,500
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
FLOWER MAIL	50

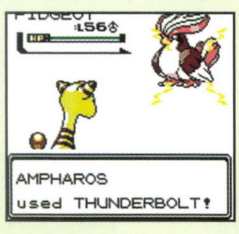
VIRIDIAN CITY

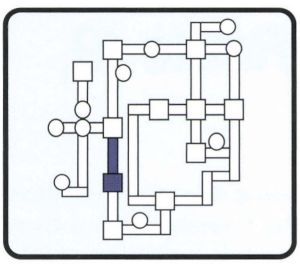
GYM LEADER: BLUE

PRIZE: EARTH BADGE

RECOMMENDED POKéMON TYPES:
DARK, ELECTRIC, FIRE, GROUND, WATER

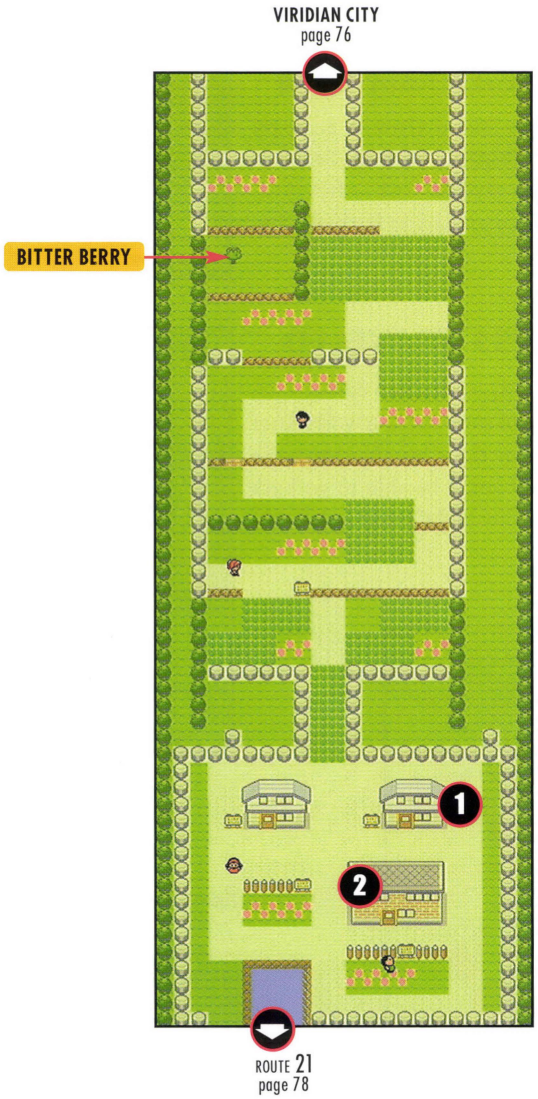
Blue has a terrific team of Pokémon covering many different types. Bring along a team with several Pokémon at or above Level 50, or you might not make it through the battle. Use basic type matching to defeat Blue's team.





Pallet Town & Route 1

The current Pokémon Champ, Red, is from Pallet Town, as is Blue and his grandfather, Professor Oak. Red is off on a trip, so you won't be able to challenge him just yet. You can visit Professor Oak in his lab, if you'd like.



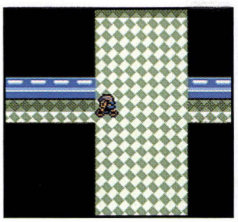
1 HOUSE OF BLUE'S

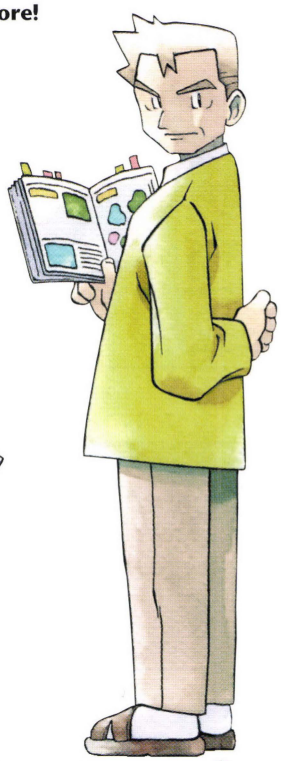
Blue, Viridian City's Gym Leader, is from Pallet Town, and his sister still lives there. If you visit Blue's House from 3 p.m. to 4 p.m., Blue's sister will groom one of your Pokémon. Pokémon love being taken care of and prettied up, and if you groom them often, they will become more attached to you. You have to visit the house at that specific time, however, or Blue's sister won't work on your Pokémon. You can have only one Pokémon groomed per day.

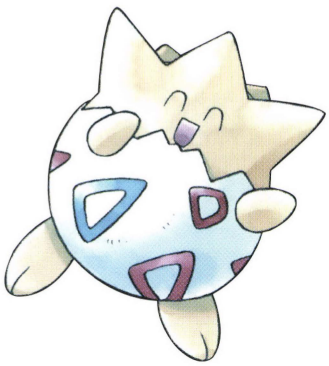
2 THE PROFESSOR IS IN

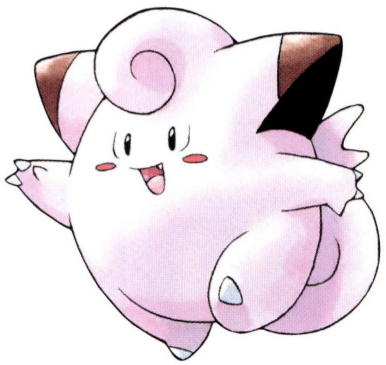
Visit Professor Oak's lab to touch base with the Pokémon professional. You can show him your Pokédex and get his evaluation of it on the spot. Professor Oak is interested to learn that you are collecting Kanto Badges. He asks you to return once you've collected all eight of them.

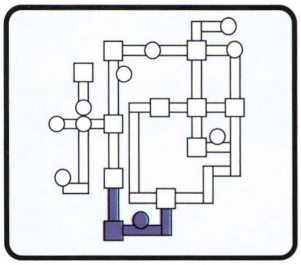
Later: Return to the Professor's lab after you've collected all eight Kanto Badges. Professor Oak will grant you permission to enter Mt. Silver through the Pokémon League reception gate on Route 26. That's just what you need—a new area to explore!









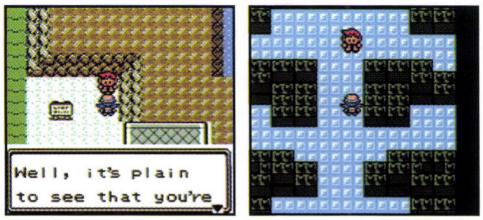


Cinnabar Island, Seafoam Island, Route 19, Route 20 & Route 21

A volcano eruption has devastated Cinnabar Island, leaving little standing save the Pokémon Center. Even the Gym was destroyed! The Gym Leader, Blaine, moved the Cinnabar Island Gym to Seafoam Island, which is nearby. If you want the badge, you'll have to keep going.

1 BLUE AWAY

You'll meet up with Blue on Cinnabar Island. He's come to check out the damage caused by the lava, and it's clear that he feels a bit depressed about all of the destruction. He will return to Viridian City Gym after talking to you. Don't take off after him—head to Seafoam instead.

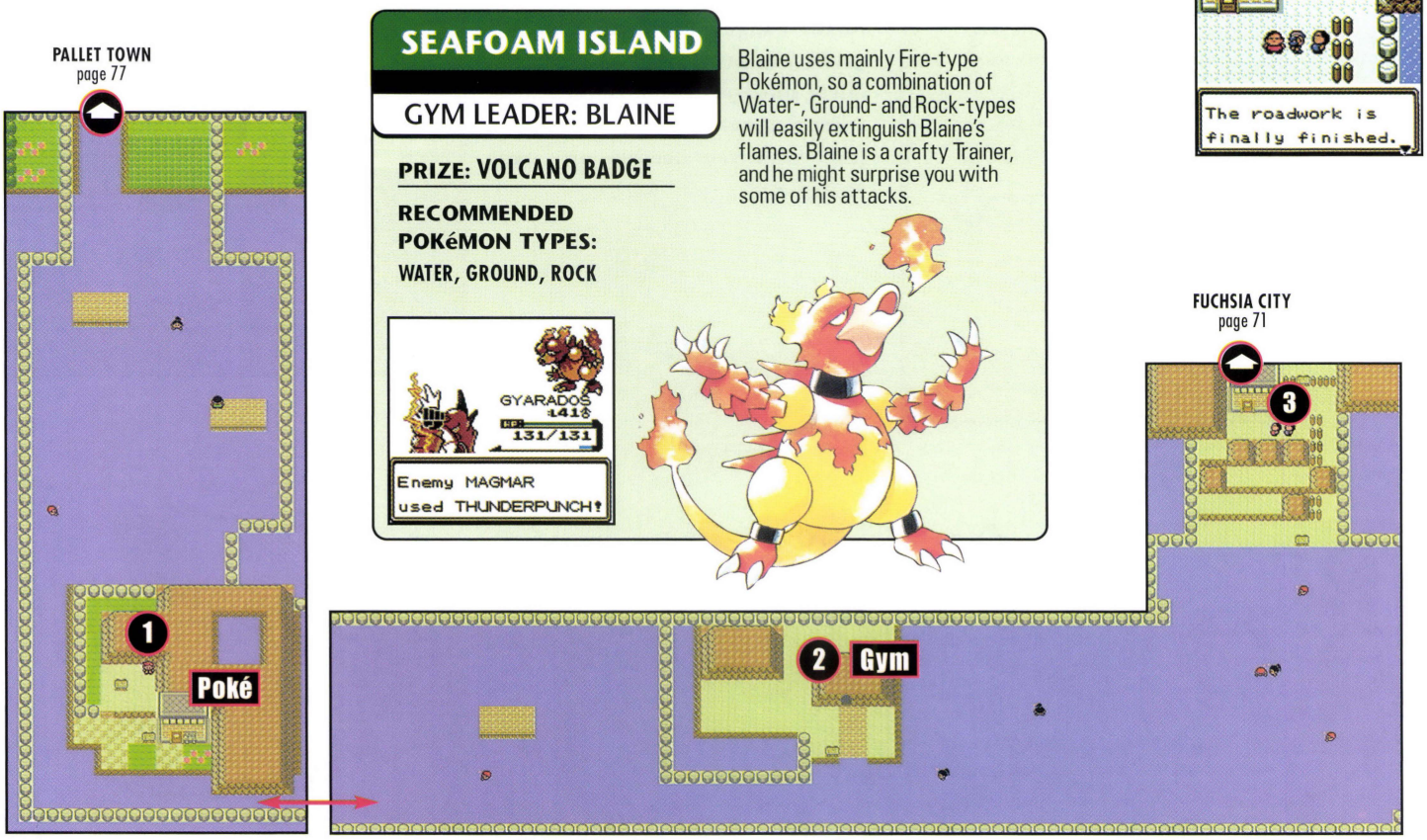


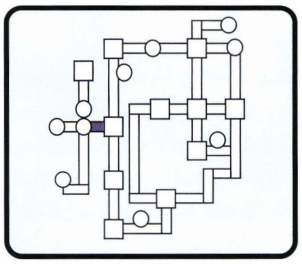
2 CINNABAR/SEAFOAM GYM

Blaine moved the Cinnabar Island Gym to Seafoam Island after the volcano erupted. Surf to Seafoam Island to find Blaine in the cavelike Gym. Afterward, you can Surf across Routes 19 and 20 to Fuchsia City.

3 THE ROAD LESS TRAVELED

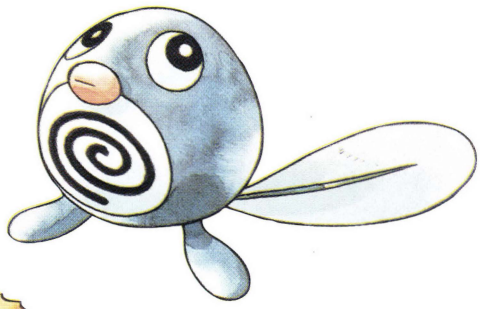
When you visited Fuchsia City earlier, you couldn't get to Cinnabar Island because of construction work. After you approach the road from the Cinnabar side, the work will be completed and you'll be able to go back and forth between Fuchsia City and Cinnabar Island.

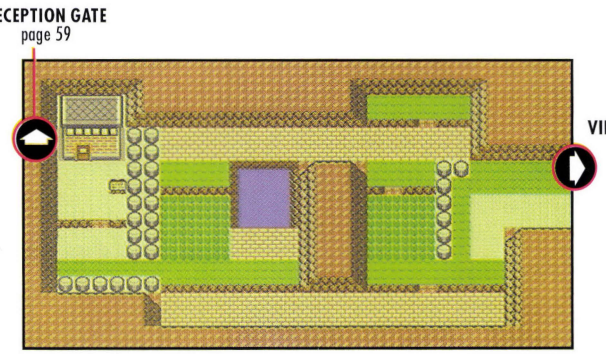


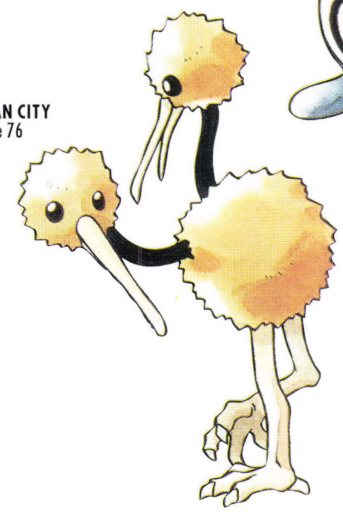


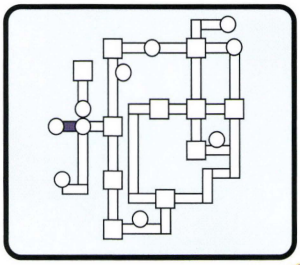
Route 22

Route 22 leads you back to the Pokémon League Reception Gate you passed through earlier on your way to battle the Elite Four. If you talk to Professor Oak after you have all eight Kanto Badges, the person who was blocking the way to Mt. Silver will be gone.



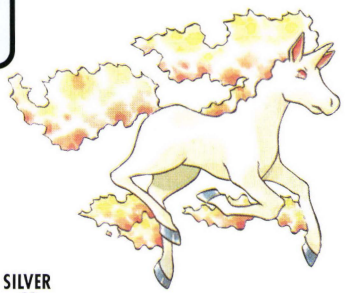






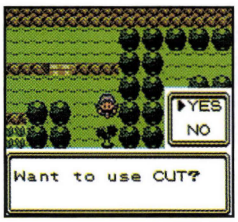
Route 28

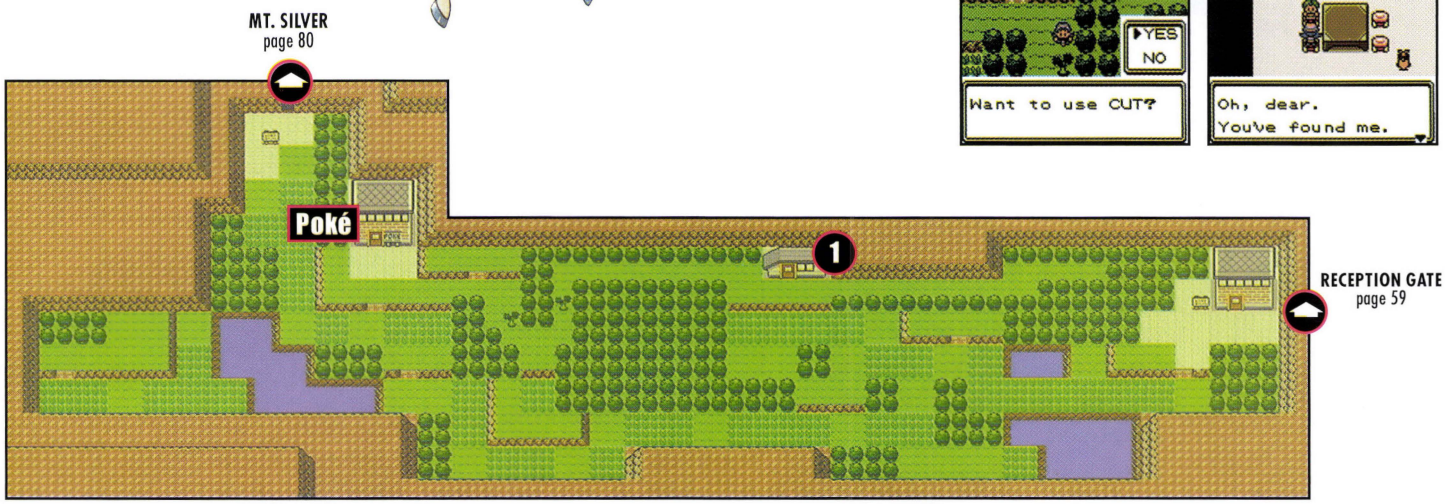
Route 28 takes you to Mt. Silver. It is a fairly long road that is not densely populated by Trainers, but it is well-populated with plenty of wild Pokémon in the tall grass. Take a rest at the Pokémon Center before heading up to Mt. Silver.

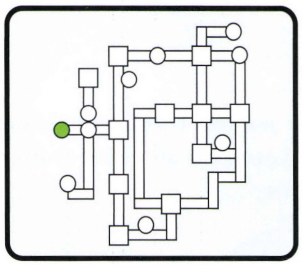


1 THE FAMOUS RECLUSE TM 47/STEEL WING

The woman in the only house on Route 28 is living out in the middle of nowhere to get away from her fans. She will be very surprised to see you, and she'll generously offer you TM 47, Steel Wing. You should probably leave her alone after you get the TM.



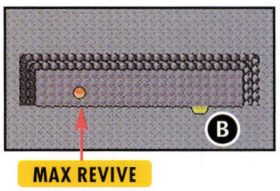




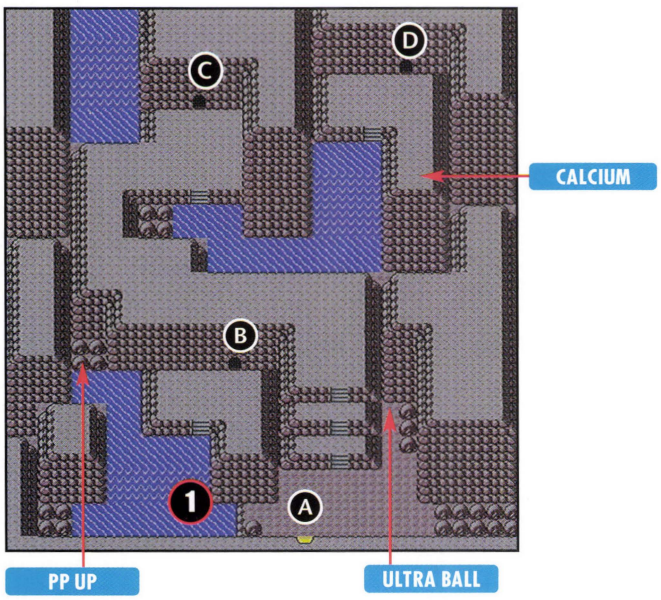
Mt. Silver

If you want to explore the entire interior of Mt. Silver, you'll need to take along Pokémon that know Flash, Surf and Waterfall. The Pokémon inside the mountain are very strong—if you're having trouble with the wild Pokémon, you're definitely not ready for the final showdown with the person waiting at Mt. Silver's summit. Train hard! Mt. Silver is actually in Johto, but you can walk up to it only from Kanto. After you've visited Mt. Silver once, you can fly back to it from Johto.

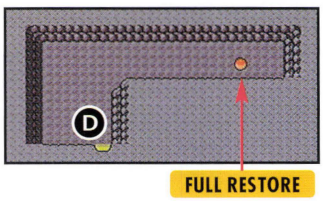
Second Floor: Room 1



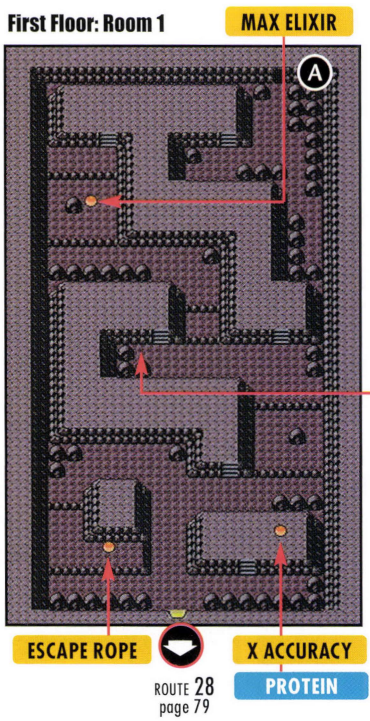
First Floor & Second Floor



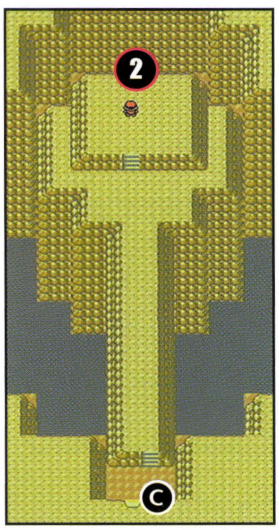
Second Floor: Room 2



First Floor: Room 1



Second Floor: Room 3

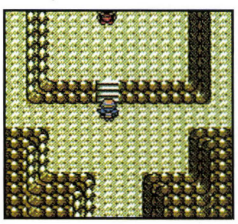


1 CHASING WATERFALLS

There are several places inside Mt. Silver where the only way to progress is to splash up a waterfall. The Pokémon that you've taught Waterfall need not be a hard-battling creature—you're going to need six strong Pokémon to defeat Red, but you don't need Waterfall to reach Red.

2 THE CHAMP

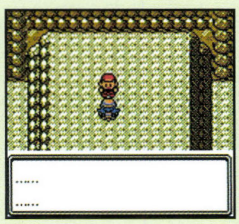
On top of Mt. Silver, you will meet the best Trainer in the land—Red. He is by far the strongest opponent you will face, and you should not underestimate his powerful, excellently equipped team. You can fight Red over and over again if you like. Return to the Indigo Plateau and defeat the Elite Four, then return to Silver Cave, where Red will be waiting once more.



FINAL BATTLE INSIDE MT. SILVER

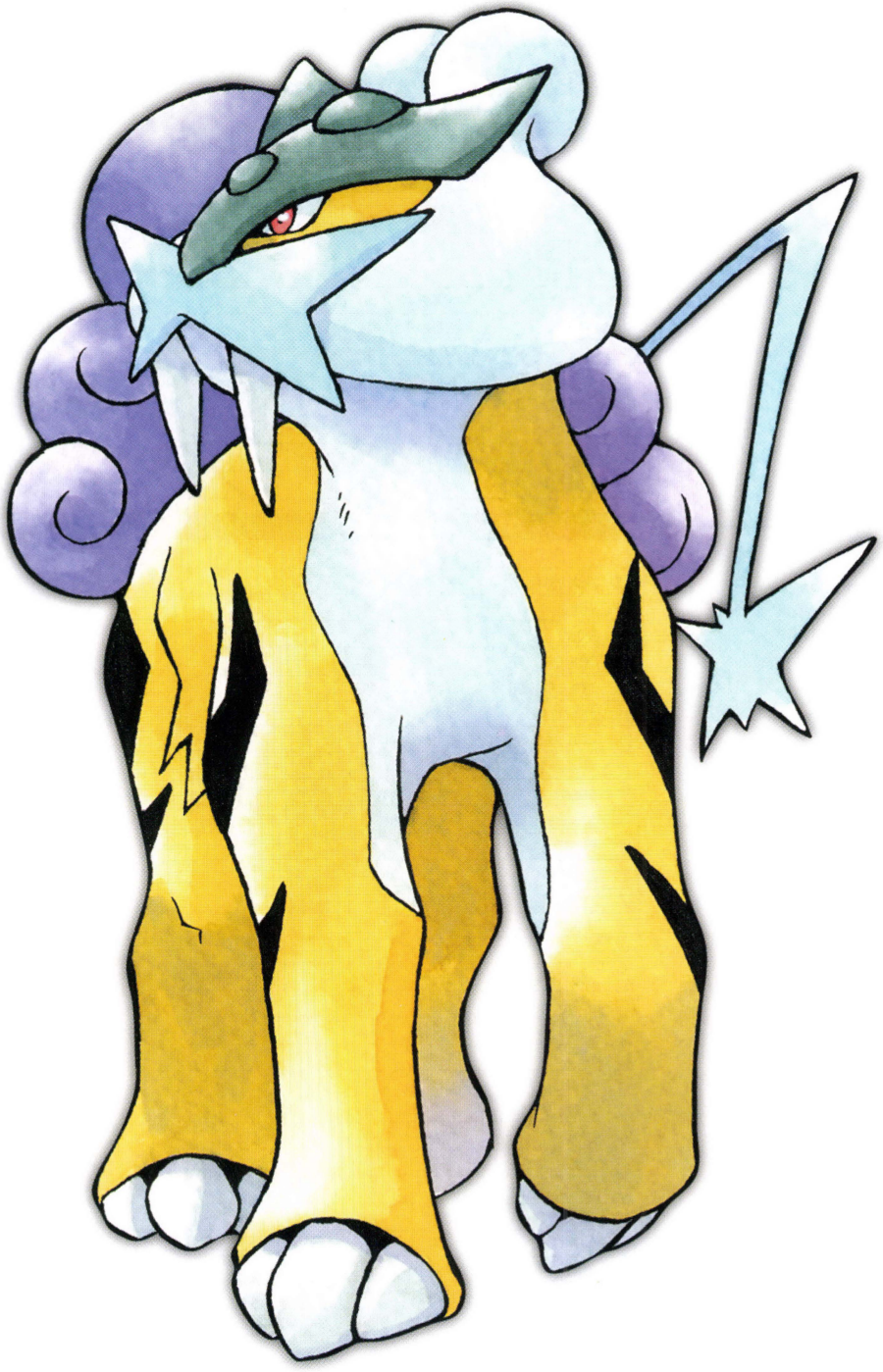
RED

The central character from Pokémon Red, Blue and Yellow, known in Crystal, Gold and Silver as Red, is the game's toughest Trainer. His Pokémon are all Level-70 or higher. Try to attack fast and hard—the longer the match drags on, the lower your chance of winning. Your Pokémon should be Level-50 or higher.



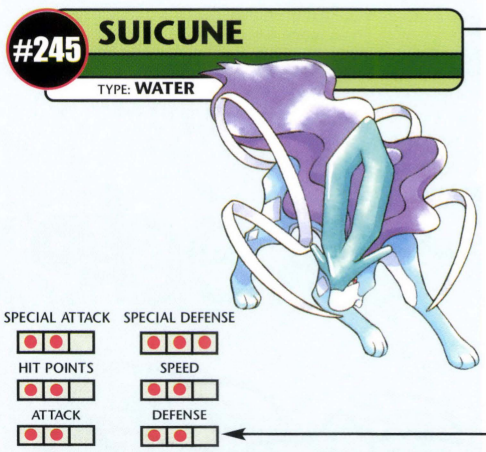
RECOMMENDED POKéMON TYPES:
DARK, ELECTRIC, FIGHTING, FIRE, GROUND, WATER

Pokédex



Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



ID | NAME | EVOLUTION | TYPE

The label near each Pokémon reveals its name, Old Pokédex number and Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.

ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a Pokémon whose Special Defense is significantly better than its other stats.

CRYSTAL ONLY

Moves that Pokémon can have or learn by leveling up in Crystal are marked with a (C). Sometimes, the moves replace moves the Pokémon could learn in Gold and Silver.

GOLD AND SILVER ONLY

Moves that a Pokémon can learn in Gold and Silver but not in Crystal are marked (G&S).

LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The level at which each member of the evolutionary chain learns the attack is shown.

RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.

TM & HM ABILITIES

You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. A black dot shows which members of the evolutionary chain can learn the attack.

EGG

Moves that a Pokémon can hatch with are called Egg Moves, and they're marked with the letters EG. All stages of an evolutionary line can retain the Egg Moves the first stage hatched with, but only the first stage hatches from an egg, so only the first stage has Egg Moves listed.

PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in green are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.

MOVE TUTOR

Moves that a Pokémon can learn from the Move Tutor who stands outside the Goldenrod City Game Corner on Wednesdays and Saturdays are marked with the letters MT.

LEVEL-UP ABILITIES

ATTACK	TYPE	#245
BITE	DRK	-
LEER	NRM	-
BUBBLE BEAM (C)	WTR	11
WATER GUN (G&S)	WTR	11
RAIN DANCE (C)	WTR	2
ROAR (G&S)	NRM	21
GUST	FLY	31
AURORA BEAM (C)	ICE	41
BUBBLEBEAM (G&S)	WTR	41
MIST	ICE	51
MIRROR COAT	PSY	61
HYDRO PUMP	WTR	71

TM & HM ABILITIES

#	ATTACK	TYPE	#245
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
H1	CUT	NRM	●
H3	SURF	WTR	●
H6	WHIRLPOOL	WTR	●
H7	WATERFALL	WTR	●
MT	ICE BEAM	ICE	●

EGG

EG	COUNTER	FTG
EG	ANCIENTPOWER	RCK
EG	FLAIL	NRM
EG	SWORDS DANCE	NRM
EG	VINE WHIP	GRS
EG	LEECH SEED	GRS

TYPE KEY

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

#152 CHIKORITA

TYPE: GRASS

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#152	#153	#154
TACKLE	NRM	-	-	-
GROWL	NRM	-	-	-
RAZOR LEAF	GRS	08	08	08
REFLECT	PSY	12	12	12
POISONPOWDER	PSN	15	15	15
SYNTHESIS	GRS	22	23	23
BODY SLAM	NRM	29	31	31
LIGHT SCREEN	PSY	36	39	41
SAFEGUARD	NRM	43	47	51
SOLARBEAM	GRS	50	55	61

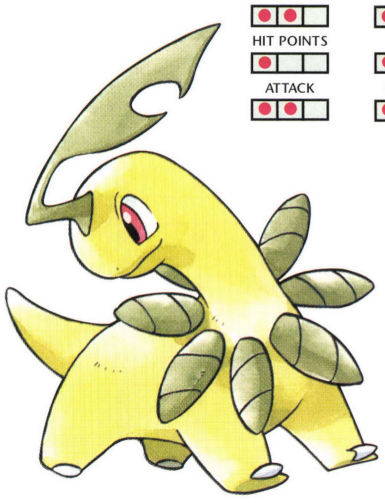
TM & HM ABILITIES

#	ATTACK	TYPE	#152	#153	#154
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
12	SWEET SCENT	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	FURY CUTTER	BUG		●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM		●	●
H5	FLASH	NRM	●	●	●
EG	COUNTER	FTG	●		
EG	ANCIENTPOWER	RCK	●		
EG	FLAIL	NRM	●		
EG	SWORDS DANCE (C)	NRM	●		
EG	VINE WHIP	GRS	●		
EG	LEECH SEED	GRS	●		

#153 BAYLEEF

CHIKORITA LEVEL 16 ▶ BAYLEEF

TYPE: GRASS

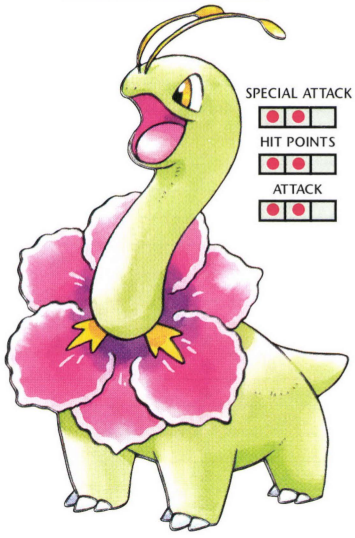


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#154 MEGANIUM

BAYLEEF LEVEL 32 ▶ MEGANIUM

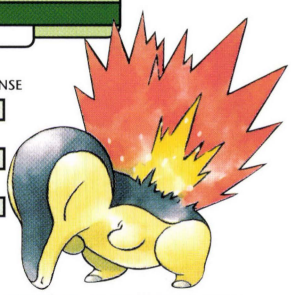
TYPE: GRASS



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#155 CYNDAQUIL

TYPE: FIRE



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#155	#156	#157
TACKLE	NRM	-	-	-
LEER	NRM	-	-	-
SMOKESCREEN	NRM	6	6	6
EMBER	FIR	12	12	12
QUICK ATTACK	NRM	19	21	21
FLAME WHEEL	FIR	27	31	31
SWIFT	NRM	36	42	45
FLAMETHROWER	FIR	46	54	60

TM & HM ABILITIES

#	ATTACK	TYPE	#155	#156	#157
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
05	ROAR	NRM		●	●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
38	FIRE BLAST	FIR	●	●	●
39	SWIFT	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC			●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR			●
49	FURY CUTTER	BUG		●	●
H1	CUT	NRM	●	●	●
H4	STRENGTH	NRM		●	●
EG	THRASH	NRM	●		
EG	REVERSAL	FTG	●		
EG	SUBMISSION (C)	FTG	●		
EG	QUICK ATTACK	NRM	●		
EG	FURY SWIPES	NRM	●		
EG	FORESIGHT	NRM	●		
MT	FLAMETHROWER	FIR	●	●	●

#156 QUILAVA

CYNDAQUIL LEVEL 14 ▶ QUILAVA

TYPE: **FIRE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○

HIT POINTS ●○○ SPEED ●●○

ATTACK ●●○ DEFENSE ●○○

#157 TYPHLOSION

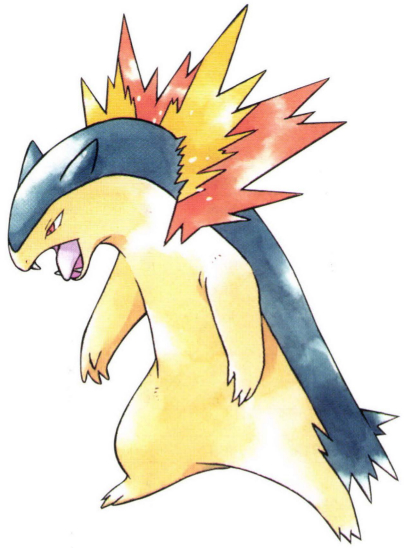
QUILAVA LEVEL 36 ▶ TYPHLOSION

TYPE: **FIRE**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○

HIT POINTS ●●○ SPEED ●●●

ATTACK ●●○ DEFENSE ●●○



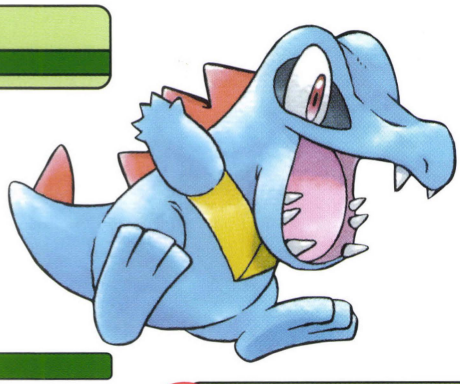
#158 TOTODILE

TYPE: **WATER**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○

HIT POINTS ●○○ SPEED ●○○

ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#158	#159	#160
SCRATCH	NRM	-	-	-
LEER	NRM	-	-	-
RAGE	NRM	7	7	7
WATER GUN	WTR	13	13	13
BITE	DRK	20	21	21
SCARY FACE	NRM	27	28	28
SLASH	NRM	35	37	38
SCREECH	NRM	43	45	47
HYDRO PUMP	WTR	52	55	58

TM & HM ABILITIES

#	ATTACK	TYPE	#158	#159	#160
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM		●	●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	FURY CUTTER	BUG		●	●
H1	CUT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM		●	●
H6	WHIRLPOOL	WTR	●	●	●
EG	THRASH	NRM	●		
EG	ROCK SLIDE	RCK	●		
EG	RAZOR WIND	NRM	●		
EG	CRUNCH	DRK	●		
EG	ANCIENTPOWER	RCK	●		
EG	HYDRO PUMP	WTR	●		
MT	ICE BEAM	ICE	●	●	●

#159 CROCONAW

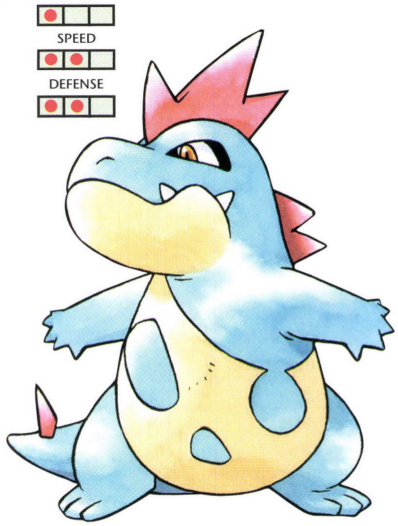
TOTODILE LEVEL 18 ▶ CROCONAW

TYPE: **WATER**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○

HIT POINTS ●○○ SPEED ●●○

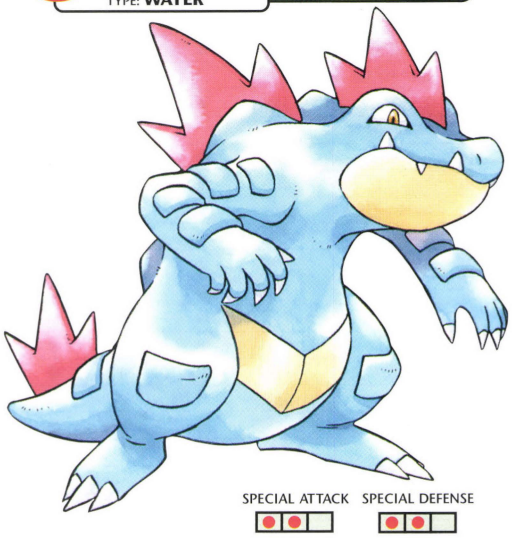
ATTACK ●●○ DEFENSE ●●○



#160 FERALIGATR

CROCONAW LEVEL 30 ▶ FERALIGATR

TYPE: **WATER**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○

HIT POINTS ●●○ SPEED ●●●

ATTACK ●●● DEFENSE ●●○

#16 PIDGEY

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#17 PIDGEOTTO

PIDGEY LEVEL 18 ▶ PIDGEOTTO

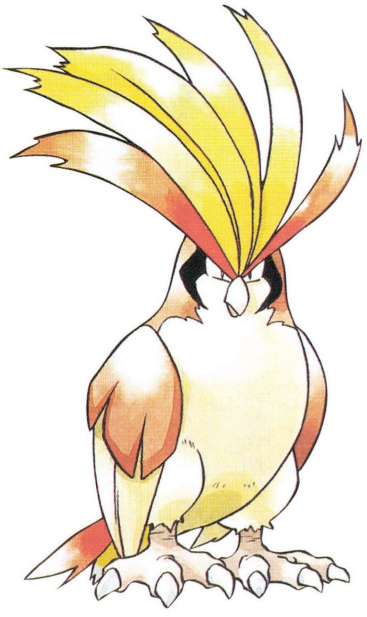
TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#18 PIDGEOT

PIDGEOTTO LEVEL 36 ▶ PIDGEOT

TYPE: NORMAL/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#16	#17	#18
TACKLE	NRM	-	-	-
SAND-ATTACK	GRD	5	5	5
GUST	FLY	9	9	9
QUICK ATTACK	NRM	15	15	15
WHIRLWIND	NRM	21	23	23
WING ATTACK	FLY	29	33	33
AGILITY	PSY	37	43	46
MIRROR MOVE	FLY	47	55	61

TM & HM ABILITIES

#	ATTACK	TYPE	#16	#17	#18
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
39	SWIFT	NRM	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
47	STEEL WING	STL	●	●	●
H2	FLY	FLY	●	●	●
EG	PURSUIT	DRK	●		
EG	FAINT ATTACK	DRK	●		
EG	FORESIGHT	NRM	●		

#21 SPEAROW

TYPE: NORMAL/FLYING

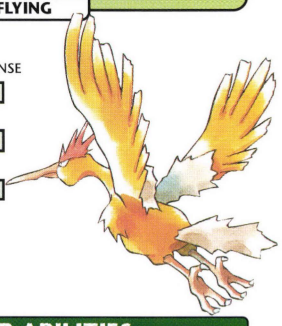
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#22 FEAROW

SPEAROW LEVEL 20 ▶ FEAROW

TYPE: NORMAL/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	#21	#22
PECK	FLY	-	-
GROWL	NRM	-	-
LEER	NRM	7	7
FURY ATTACK	NRM	13	13
PURSUIT	DRK	25	26
MIRROR MOVE	FLY	31	32
DRILL PECK	FLY	37	40
AGILITY	PSY	43	47

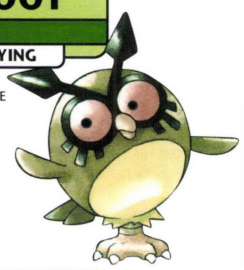
TM & HM ABILITIES

#	ATTACK	TYPE	#21	#22
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
EG	SCARY FACE	NRM	●	
EG	FAINT ATTACK	DRK	●	
EG	QUICK ATTACK	NRM	●	
EG	TRI ATTACK	NRM	●	
EG	FALSE SWIPE	NRM	●	

#163 HOOTHOOT

TYPE: NORMAL/FLYING

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE



#164 NOCTOWL

HOOTHOOT LEVEL 20 ▶ NOCTOWL

TYPE: NORMAL/FLYING

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#163	#164
TACKLE	NRM	-	-
GROWL	NRM	-	-
FORESIGHT	NRM	6	6
PECK	FLY	11	11
HYPNOSIS	PSY	16	16
REFLECT	PSY	22	25
TAKE DOWN	NRM	28	33
CONFUSION	PSY	34	41
DREAM EATER	PSY	48	57

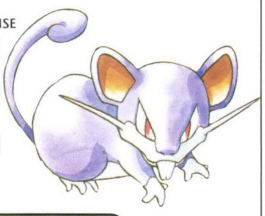
TM & HM ABILITIES

#	ATTACK	TYPE	#163	#164
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
42	DREAM EATER	PSY	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
50	NIGHTMARE	GHO	●	●
H2	FLY	FLY	●	●
H5	FLASH	NRM	●	●
EG	MIRROR MOVE	FLY	●	
EG	SKY ATTACK (C)	FLY	●	
EG	FAINT ATTACK	DRK	●	
EG	SUPERSONIC	NRM	●	
EG	WING ATTACK	FLY	●	
EG	WHIRLWIND	NRM	●	

#19 RATTATA

TYPE: NORMAL

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE

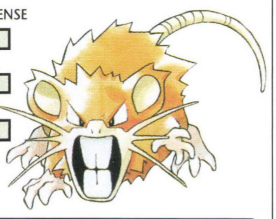


#20 RATICATE

RATTATA LEVEL 20 ▶ RATICATE

TYPE: NORMAL

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	#19	#20
TACKLE	NRM	-	-
TAIL WHIP	NRM	-	-
QUICK ATTACK	NRM	7	7
HYPER FANG	NRM	13	13
FOCUS ENERGY	NRM	20	
SCARY FACE	NRM		20
PURSUIT	DRK	27	30
SUPER FANG	NRM	34	40

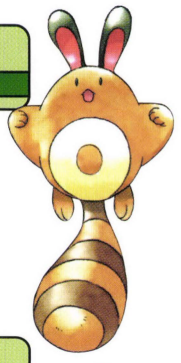
TM & HM ABILITIES

#	ATTACK	TYPE	#19	#20
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM		●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM		●
H4	STRENGTH	NRM		●
EG	SCREECH	NRM	●	
EG	COUNTER	FTG	●	
EG	FLAME WHEEL	FIR	●	
EG	BITE	DRK	●	
EG	REVERSAL	FTG	●	
EG	FURY SWIPES	NRM	●	
MT	THUNDERBOLT	ELC		●
MT	ICE BEAM	ICE		●

#161 SENTRET

TYPE: NORMAL

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE



#162 FURRET

SENTRET LEVEL 15 ▶ FURRET

TYPE: NORMAL

SPECIAL ATTACK | SPECIAL DEFENSE
HIT POINTS | SPEED
ATTACK | DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#161	#162
TACKLE	NRM	-	-
SCRATCH	NRM		-
DEFENSE CURL	NRM	5	5
QUICK ATTACK	NRM	11	11
FURY SWIPES	NRM	17	18
SLAM	NRM	25	28
REST	PSY	33	38
AMNESIA	PSY	41	48

TM & HM ABILITIES

#	ATTACK	TYPE	#161	#162
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM		●
EG	PURSUIT	DRK	●	
EG	FOCUS ENERGY	NRM	●	
EG	REVERSAL	FTG	●	
EG	SLASH	NRM	●	
EG	DOUBLE-EDGE	NRM	●	

#172 PICHU

TYPE: **ELECTRIC**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#172	#25	#26
THUNDERSHOCK	ELC	-	-	-
CHARM	NRM	-		
GROWL	NRM		-	
TAIL WHIP	NRM	6	6	-
THUNDER WAVE	ELC	8	8	
SWEET KISS	NRM	11		
QUICK ATTACK	NRM		11	-
DOUBLE TEAM	NRM		15	
SLAM	NRM		20	
THUNDERBOLT	ELC		26	-
AGILITY	PSY		33	
THUNDER	ELC		41	
LIGHT SCREEN	PSY		50	

TM & HM ABILITIES

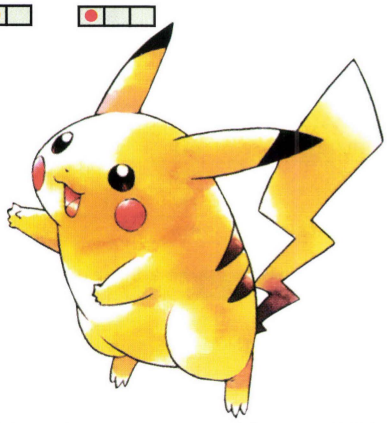
#	ATTACK	TYPE	#172	#25	#26
01	DYNAMICPUNCH	FTG		●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
25	THUNDER	ELC	●	●	●
27	RETURN	NRM	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
39	SWIFT	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC		●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK			●
H4	STRENGTH	NRM	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENCORE	NRM	●		
EG	DOUBLE SLAP	NRM	●		
EG	BIDE	NRM	●		
EG	REVERSAL	FTG	●		
EG	PRESENT	NRM	●		
MT	THUNDERBOLT	ELC	●	●	●

#25 PIKACHU

PICHU Friendship ▶ PIKACHU

TYPE: **ELECTRIC**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#26 RAICHU

PIKACHU Thunderstone ▶ RAICHU

TYPE: **ELECTRIC**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#10 CATERPIE

TYPE: **BUG**

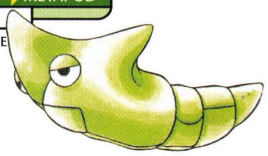
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#11 METAPOD

CATERPIE LEVEL 7 ▶ METAPOD

TYPE: **BUG**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

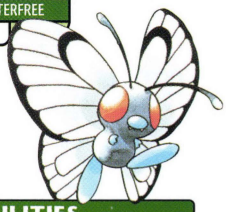


#12 BUTTERFREE

METAPOD LEVEL 10 ▶ BUTTERFREE

TYPE: **BUG/FLYING**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	#10	#11	#12
TACKLE	NRM	-		
STRING SHOT	BUG	-		
HARDEN	NRM		-	
CONFUSION	PSY			10
POISONPOWDER	PSN			13
STUN SPORE	GRS			14
SLEEP POWDER	GRS			15
SUPERSONIC	NRM			18
WHIRLWIND	NRM			23
GUST	FLY			28
PSYBEAM	PSY			34
SAFEGUARD	NRM			40

TM & HM ABILITIES

#	ATTACK	TYPE	#10	#11	#12
03	CURSE	???			●
06	TOXIC	PSN			●
10	HIDDEN POWER	NRM			●
11	SUNNY DAY	FIR			●
12	SWEET SCENT	NRM			●
13	SNORE	NRM			●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM			●
19	GIGA DRAIN	GRS			●
20	ENDURE	NRM			●
21	FRUSTRATION	NRM			●
22	SOLARBEAM	GRS			●
27	RETURN	NRM			●
29	PSYCHIC	PSY			●
32	DOUBLE TEAM	NRM			●
34	SWAGGER	NRM			●
35	SLEEP TALK	NRM			●
39	SWIFT	NRM			●
44	REST	PSY			●
45	ATTRACT	NRM			●
50	NIGHTMARE	GHO			●
H5	FLASH	NRM			●

#13 WEEDLE

TYPE: BUG/POISON

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#14 KAKUNA

WEEDLE LEVEL 7 ▶ KAKUNA

TYPE: BUG/POISON

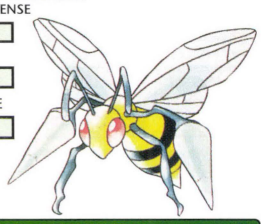
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#15 BEEDRILL

KAKUNA LEVEL 10 ▶ BEEDRILL

TYPE: BUG/POISON

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#13	#14	#15
POISON STING	PSN	-		
STRING SHOT	BUG	-		
HARDEN	NRM		-	
FURY ATTACK	NRM			10
FOCUS ENERGY	NRM			15
TWINEEDLE	BUG			20
RAGE	NRM			25
PURSUIT	DRK			30
PIN MISSILE	BUG			35
AGILITY	PSY			40

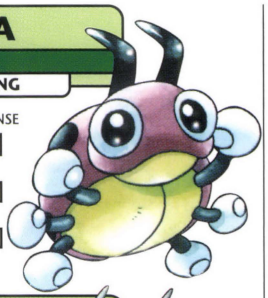
TM & HM ABILITIES

#	ATTACK	TYPE	#13	#14	#15
03	CURSE	???			●
06	TOXIC	PSN			●
10	HIDDEN POWER	NRM			●
11	SUNNY DAY	FIR			●
12	SWEET SCENT	NRM			●
13	SNORE	NRM			●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM			●
19	GIGA DRAIN	GRS			●
20	ENDURE	NRM			●
21	FRUSTRATION	NRM			●
27	RETURN	NRM			●
32	DOUBLE TEAM	NRM			●
34	SWAGGER	NRM			●
35	SLEEP TALK	NRM			●
36	SLUDGE BOMB	PSN			●
39	SWIFT	NRM			●
44	REST	PSY			●
45	ATTRACT	NRM			●
49	FURY CUTTER	BUG			●
H1	CUT	NRM			●

#165 LEDYBA

TYPE: BUG/FLYING

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●●○

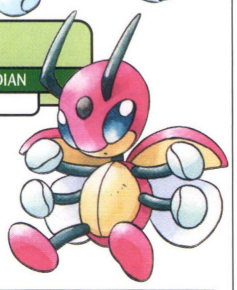


#166 LEDIAN

LEDYBA LEVEL 18 ▶ LEDIAN

TYPE: BUG/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#165	#166
TACKLE	NRM	-	-
SUPERSONIC	NRM	8	8
COMET PUNCH	NRM	15	15
LIGHT SCREEN	PSY	22	24
REFLECT	PSY	22	24
SAFEGUARD	NRM	22	24
BATON PASS	NRM	29	33
SWIFT	NRM	36	42
AGILITY	PSY	43	51
DOUBLE-EDGE	NRM	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	#165	#166
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM	●	●
EG	BIDE	NRM	●	
EG	PSYBEAM	PSY	●	
EG	LIGHT SCREEN	PSY	●	

#167 SPINARAK

TYPE: BUG/POISON

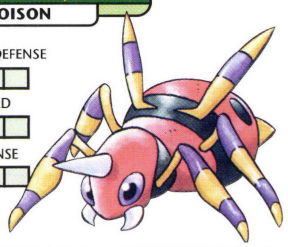
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#168 ARIADOS

SPINARAK LEVEL 22 ▶ ARIADOS

TYPE: BUG/POISON

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

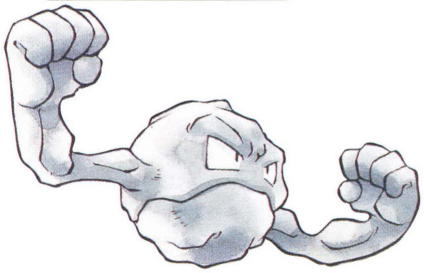
ATTACK	TYPE	#167	#168
POISON STING	PSN	-	-
STRING SHOT	BUG	-	-
SCARY FACE	NRM	6	6
CONSTRICT	NRM	11	11
NIGHT SHADE	GHO	17	17
LEECH LIFE	BUG	23	25
FURY SWIPES	NRM	30	34
SPIDER WEB	BUG	37	43
AGILITY (C)	PSY	45	53
PSYCHIC	PSY	53	63

TM & HM ABILITIES

#	ATTACK	TYPE	#167	#168
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM	●	●
EG	PURSUIT	DRK	●	
EG	DISABLE	NRM	●	
EG	PSYBEAM	PSY	●	
EG	SONICBOOM	NRM	●	
EG	BATON PASS	NRM	●	

#74 GEODUDE

TYPE: ROCK/GROUND



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#74	#75	#76
TACKLE	NRM	-	-	-
DEFENSE CURL	NRM	6	6	6
ROCK THROW	RCK	11	11	11
MAGNITUDE	GRD	16	16	16
SELFDESTRUCT	NRM	21	21	21
HARDEN	NRM	26	27	27
ROLLOUT	RCK	31	34	34
EARTHQUAKE	GRD	36	41	41
EXPLOSION	NRM	41	48	48

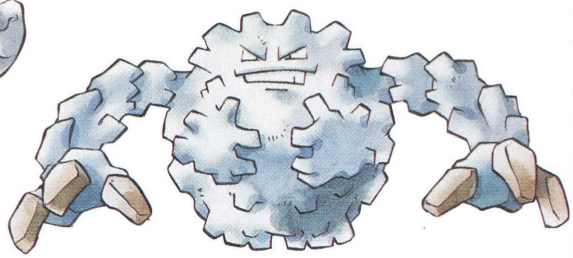
TM & HM ABILITIES

#	ATTACK	TYPE	#74	#75	#76
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK	●	●	●
38	FIRE BLAST	FIR	●	●	●
40	DEFENSE CURL	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR	●	●	●
49	FURY CUTTER	BUG			●
H4	STRENGTH	NRM	●	●	●
EG	ROCK SLIDE	RCK	●		
EG	MEGA PUNCH	NRM	●		
MT	FLAMETHROWER	FIR	●	●	●

#75 GRAVELER

GEODUDE LEVEL 25 ▶ GRAVELER

TYPE: ROCK/GROUND



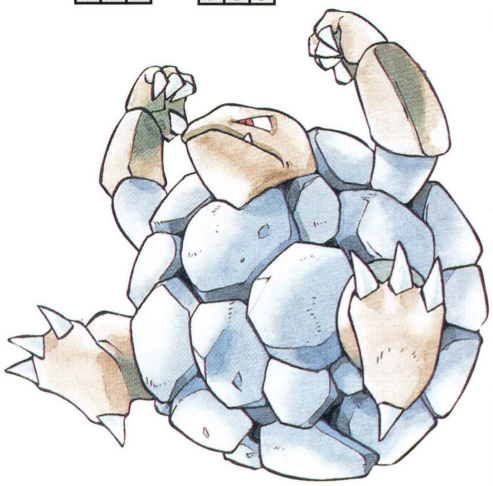
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●● DEFENSE ●●●

#76 GOLEM

GRAVELER TRADE ▶ GOLEM

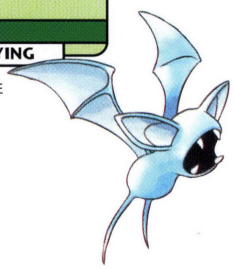
TYPE: ROCK/GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●●



#41 ZUBAT

TYPE: POISON/FLYING



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#42 GOLBAT

ZUBAT LEVEL 22 ▶ GOLBAT

TYPE: POISON/FLYING

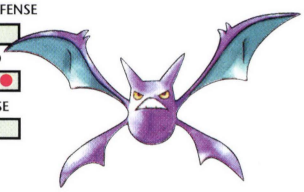
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#169 CROBAT

GOLBAT Friendship ▶ CROBAT

TYPE: POISON/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#41	#42	#169
SCREECH	NRM		-	-
LEECH LIFE	BUG	-	-	-
SUPERSONIC	NRM	6	6	6
BITE	DRK	12	12	12
CONFUSE RAY	GHO	19	19	19
WING ATTACK	FLY	27	30	30
MEAN LOOK	NRM	36	42	42
HAZE	ICE	46	55	55

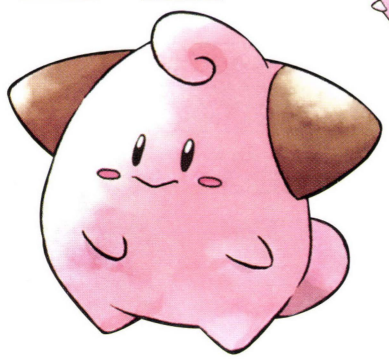
TM & HM ABILITIES

#	ATTACK	TYPE	#41	#42	#169
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM		●	●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
39	SWIFT	NRM	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
47	STEEL WING	STL	●	●	●
H2	FLY	FLY			●
EG	PURSUIT	DRK	●		
EG	GUST	FLY	●		
EG	FAINT ATTACK	DRK	●		
EG	QUICK ATTACK	NRM	●		
EG	WHIRLWIND	NRM	●		

#173 CLEFFA

TYPE: **NORMAL**

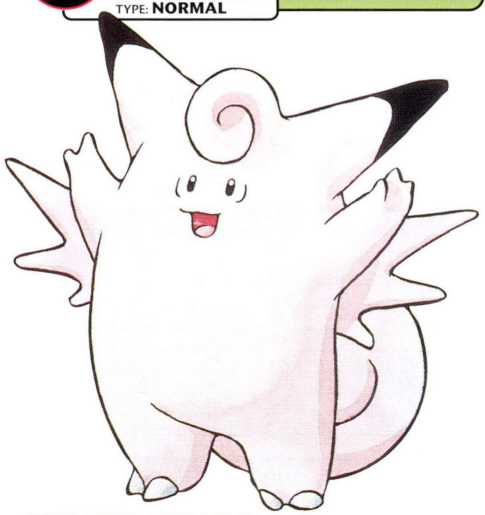
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



#36 CLEFABLE

CLEFAIRY Moon Stone ▶ CLEFABLE

TYPE: **NORMAL**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

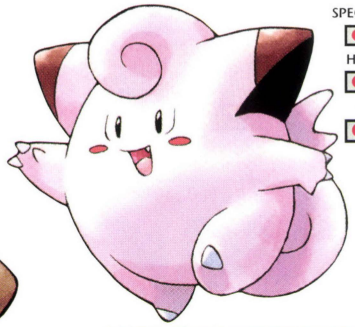
LEVEL-UP ABILITIES

ATTACK	TYPE	#173	#35	#36
POUND	NRM	-	-	
CHARM	NRM	-		
GROWL	NRM		-	
ENCORE	NRM	4	4	
SING	NRM	8	8	-
SWEET KISS	NRM	13		
DOUBLESLAP	NRM		13	-
MINIMIZE	NRM		19	
DEFENSE CURL	NRM		26	
METRONOME	NRM		34	-
MOONLIGHT	NRM		43	-
LIGHT SCREEN	PSY		53	

#35 CLEFAIRY

CLEFFA Friendship ▶ CLEFAIRY

TYPE: **NORMAL**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

TM & HM ABILITIES

#	ATTACK	TYPE	#173	#35	#36
01	DYNAMICPUNCH	FTG		●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
09	PSYCH UP	NRM	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE		●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE	●		
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
23	IRON TAIL	STL	●	●	●
25	THUNDER	ELC		●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE		●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
38	FIRE BLAST	FIR	●	●	●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC		●	●
42	DREAM EATER	PSY	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR		●	●
50	NIGHTMARE	GHO	●	●	●
H4	STRENGTH	NRM		●	●
H5	FLASH	NRM	●	●	●
EG	AMNESIA	PSY	●		
EG	SPLASH	NRM	●		
EG	BELLY DRUM	NRM	●		
EG	PRESENT	NRM	●		
EG	MIMIC	NRM	●		
EG	METRONOME	NRM	●		
MT	FLAMETHROWER	FIR	●	●	●
MT	THUNDERBOLT	ELC		●	●
MT	ICE BEAM	ICE		●	●

#174 IGGLYBUFF

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#174	#39	#40
SING	NRM	-	-	-
CHARM	NRM	-		
DEFENSE CURL	NRM	4	4	-
POUND	NRM	9	9	
SWEET KISS	NRM	14		
DISABLE	NRM		14	-
ROLLOUT	RCK		19	
DOUBLESLAP	NRM		24	-
REST	PSY		29	
BODY SLAM	NRM		34	
DOUBLE-EDGE	NRM		39	

TM & HM ABILITIES

#	ATTACK	TYPE	#174	#39	#40
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
09	PSYCH UP	NRM	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE	●		
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
25	THUNDER	ELC		●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE		●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
38	FIRE BLAST	FIR	●	●	●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC		●	●
42	DREAM EATER	PSY	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR		●	●
50	NIGHTMARE	GHO	●	●	●
H4	STRENGTH	NRM		●	●
H5	FLASH	NRM	●	●	●
EG	FAINT ATTACK	DRK	●		
EG	PRESENT	NRM	●		
EG	PERISH SONG	NRM	●		
MT	FLAMETHROWER	FIR	●	●	●
MT	THUNDERBOLT	ELC		●	●
MT	ICE BEAM	ICE		●	●

#39 JIGGLYPUFF

IGGLYBUFF Friendship ▶ JIGGLYPUFF

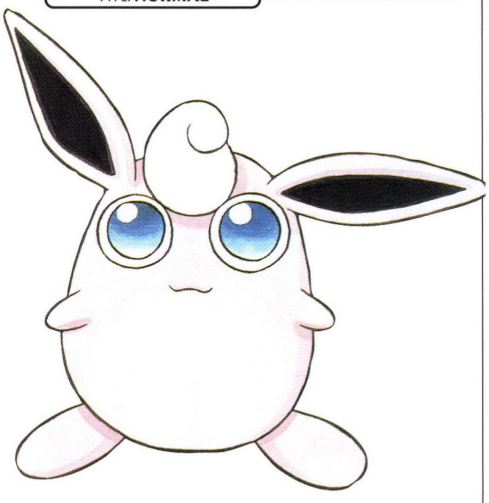
TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#40 WIGGLYTUFF

JIGGLYPUFF Moon Stone ▶ WIGGLYTUFF

TYPE: **NORMAL**

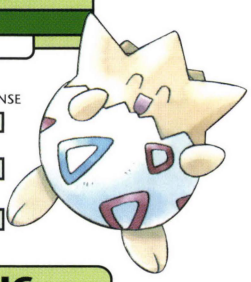


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●● SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#175 TOGEPI

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

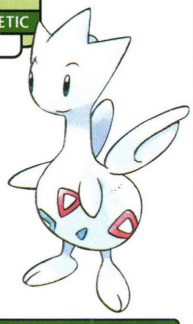


#176 TOGETIC

TOGEPI Friendship ▶ TOGETIC

TYPE: **NORMAL/FLYING**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#175	#176
GROWL	NRM	-	-
CHARM	NRM	-	-
METRONOME	NRM	7	7
SWEET KISS	NRM	18	18
ENCORE	NRM	25	25
SAFEGUARD	NRM	31	31
DOUBLE-EDGE	NRM	38	38

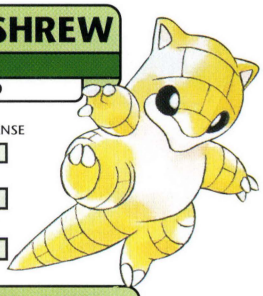
TM & HM ABILITIES

#	ATTACK	TYPE	#175	#176
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
42	DREAM EATER	PSY	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
47	STEEL WING	STL		●
H2	FLY	FLY		●
H5	FLASH	NRM	●	●
EG	MIRROR MOVE	FLY	●	
EG	PECK	FLY	●	
EG	PRESENT	NRM	●	
EG	FORESIGHT	NRM	●	
EG	FUTURE SIGHT	PSY	●	
MT	FLAMETHROWER	FIR	●	●

#27 SANDSHREW

TYPE: **GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

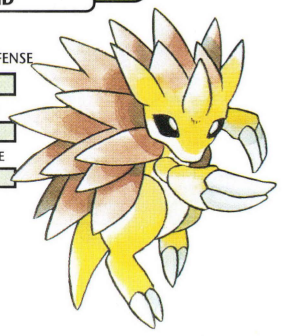


#28 SANDSLASH

SANDSHREW LEVEL 22 ▶ SANDSLASH

TYPE: **GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

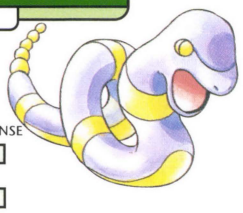
ATTACK	TYPE	#27	#28
SCRATCH	NRM	-	-
DEFENSE CURL	NRM	6	6
SAND-ATTACK	GRD	11	11
POISON STING	PSN	17	17
SLASH	NRM	23	24
SWIFT	NRM	30	33
FURY SWIPES	NRM	37	42
SANDSTORM	RCK	45	52

TM & HM ABILITIES

#	ATTACK	TYPE	#27	#28
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM	●	●
EG	COUNTER	FTG	●	
EG	RAPID SPIN	NRM	●	
EG	FLAIL	NRM	●	
EG	SAFEGUARD	NRM	●	
EG	METAL CLAW (C)	STL	●	

#23 EKANS

TYPE: POISON



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#24 ARBOK

EKANS LEVEL 22 ▶ ARBOK

TYPE: POISON

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#23	#24
WRAP	NRM	-	-
LEER	NRM	-	-
POISON STING	PSN	9	9
BITE	DRK	15	15
GLARE	NRM	23	25
SCREECH	NRM	29	33
ACID	PSN	37	43
HAZE	ICE	43	51

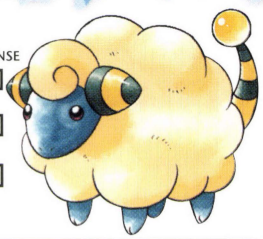
TM & HM ABILITIES

#	ATTACK	TYPE	#23	#24
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H4	STRENGTH	NRM	●	●
EG	SPITE	GHO	●	
EG	PURSUIT	DRK	●	
EG	CRUNCH (C)	DRK	●	
EG	SLAM	NRM	●	
EG	BEAT UP	DRK	●	

#179 MAREEP

TYPE: ELECTRIC

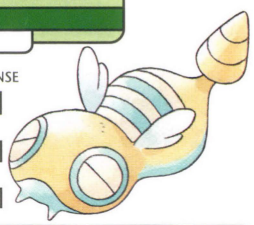
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



#206 DUNSPARCE

TYPE: NORMAL

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#206
RAGE	NRM	-
DEFENSE CURL	NRM	5
GLARE	NRM	13
SPITE	GHO	18
PURSUIT	DRK	26
SCREECH	NRM	30
TAKE DOWN	NRM	38

TM & HM ABILITIES

#	ATTACK	TYPE	#206
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
40	DEFENSE CURL	NRM	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
50	NIGHTMARE	GHO	●
H4	STRENGTH	NRM	●
EG	RAGE	NRM	●
EG	ROCK SLIDE	RCK	●
EG	BIDE	NRM	●
EG	BITE	DRK	●
EG	ANCIENT POWER	RCK	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●

#180 FLAAFFY

MAREEP LEVEL 15 ▶ FLAAFFY

TYPE: ELECTRIC

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#181 AMPHAROS

FLAAFFY LEVEL 30 ▶ AMPHAROS

TYPE: ELECTRIC

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#179	#180	#181
TACKLE	NRM	-	-	-
GROWL	NRM	-	-	-
THUNDER SHOCK	ELC	9	9	9
THUNDER WAVE	ELC	16	18	18
COTTON SPORE	GRS	23	27	27
THUNDERPUNCH	ELC			30
LIGHT SCREEN	PSY	30	36	42
THUNDER	ELC	37	45	57

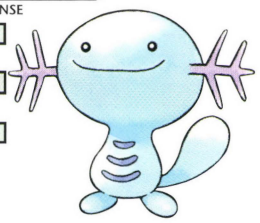
TM & HM ABILITIES

#	ATTACK	TYPE	#179	#180	#181
01	DYNAMICPUNCH	FTG		●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
25	THUNDER	ELC	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
39	SWIFT	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC		●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR		●	●
H4	STRENGTH	NRM		●	●
H5	FLASH	NRM	●	●	●
EG	THUNDERBOLT	ELC	●		
EG	SCREECH	NRM	●		
EG	SAFEGUARD	NRM	●		
EG	TAKE DOWN	NRM	●		
EG	BODY SLAM	NRM	●		
EG	REFLECT	PSY	●		
MT	THUNDERBOLT	ELC	●	●	●

#194 WOOPER

TYPE: **WATER/GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#194	#195
WATER GUN	WTR	-	-
TAIL WHIP	NRM	-	-
SLAM	NRM	11	11
AMNESIA	PSY	21	23
EARTHQUAKE	GRD	31	35
RAIN DANCE	WTR	41	47
HAZE	ICE	51	59
MIST	ICE	51	59

TM & HM ABILITIES

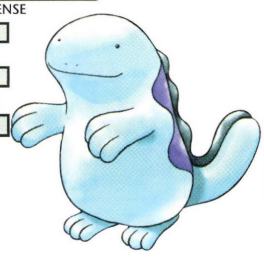
#	ATTACK	TYPE	#194	#195
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
37	SANDSTORM	RCK	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM		●
H5	FLASH	NRM	●	●
H6	WHIRLPOOL	WTR	●	●
EG	ANCIENTPOWER	RCK	●	
EG	SAFEGUARD	NRM	●	
EG	BODY SLAM	NRM	●	
MT	ICE BEAM	ICE	●	●

#195 QUAGSIRE

WOOPER LEVEL 20 ▶ QUAGSIRE

TYPE: **WATER/GROUND**

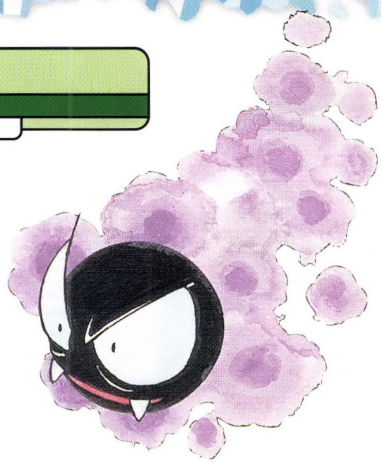
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



#92 GASTLY

TYPE: **GHOST/POISON**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#92	#93	#94
HYPNOSIS	PSY	-	-	-
LICK	GHO	-	-	-
SPITE	GHO	8	8	8
MEAN LOOK	NRM	13	13	13
CURSE	???	16	16	16
NIGHT SHADE	GHO	21	21	21
CONFUSE RAY	GHO	28	31	31
DREAM EATER	PSY	33	39	39
DESTINY BOND	GHO	36	48	48

TM & HM ABILITIES

#	ATTACK	TYPE	#92	#93	#94
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM			●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
08	ROCK SMASH	FTG			●
09	PSYCH UP	NRM	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
25	THUNDER	ELC	●	●	●
27	RETURN	NRM	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE			●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
41	THUNDERPUNCH	ELC			●
42	DREAM EATER	PSY	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	FIRE PUNCH	FIR			●
50	NIGHTMARE	GHO	●	●	●
H4	STRENGTH	NRM			●
EG	HAZE	ICE	●		
EG	PSYWAVE	PSY	●		
EG	PERISH SONG	NRM	●		
MT	THUNDERBOLT	ELC	●	●	●

#93 HAUNTER

GASTLY LEVEL 25 ▶ HAUNTER

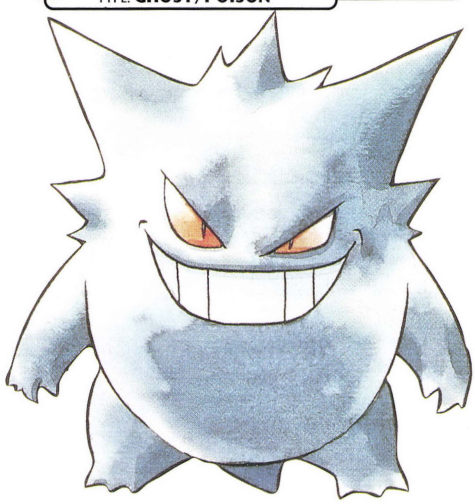
TYPE: **GHOST/POISON**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

#94 GENGAR

HAUNTER TRADE ▶ GENGAR

TYPE: **GHOST/POISON**

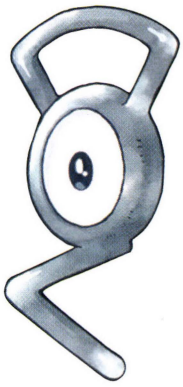


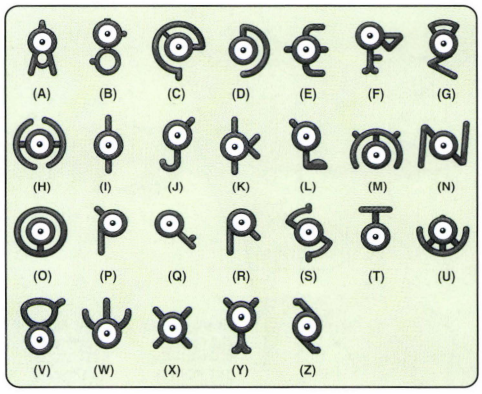
SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○

#201 UNOWN

TYPE: **PSYCHIC**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○





LEVEL-UP ABILITIES

ATTACK	TYPE	#201
HIDDEN POWER	NRM	-

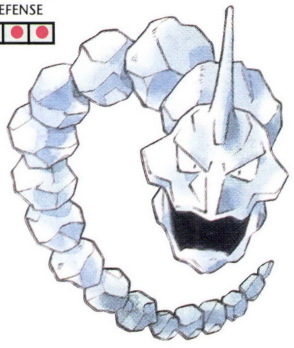
TM & HM ABILITIES

#	ATTACK	TYPE	#201
NONE			

#95 ONIX

TYPE: **ROCK/GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●●●

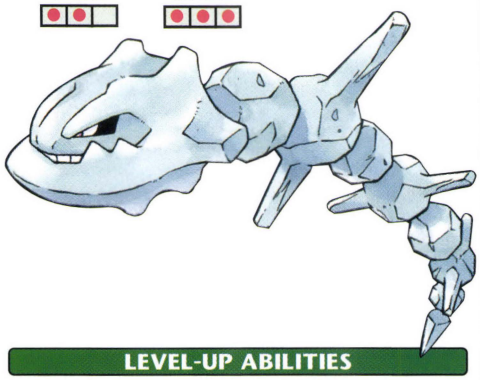


#208 STEELIX

ONIX Metal Coat + TRADE ▶ STEELIX

TYPE: **STEEL/GROUND**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●●



LEVEL-UP ABILITIES

ATTACK	TYPE	#95	#208
TACKLE	NRM	-	-
SCREECH	NRM	-	-
BIND	NRM	10	10
ROCK THROW	RCK	14	14
HARDEN	NRM	23	23
RAGE	NRM	27	27
SANDSTORM	RCK	36	36
SLAM	NRM	40	40
CRUNCH	DRK		49

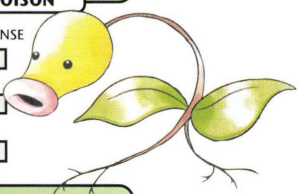
TM & HM ABILITIES

#	ATTACK	TYPE	#95	#208
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK		●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
24	DRAGONBREATH	DRG		●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
40	DEFENSE CURL	NRM		●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM		●
H4	STRENGTH	NRM	●	●
EG	ROCK SLIDE	RCK	●	
EG	FLAIL	NRM	●	

#69 BELLSPROUT

TYPE: **GRASS/POISON**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

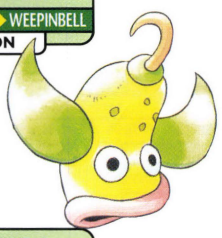


#70 WEEPINBELL

BELLSPROUT LEVEL 21 ▶ WEEPINBELL

TYPE: **GRASS/POISON**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○



#71 VICTREEBEL

WEEPINBELL Leaf Stone ▶ VICTREEBEL

TYPE: **GRASS/POISON**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#69	#70	#71
VINE WHIP	GRS	-	-	-
GROWTH	NRM	6	6	
WRAP	NRM	11	11	
SLEEP POWDER	GRS	15	15	-
POISONPOWDER	PSN	17	17	
STUN SPORE	GRS	19	19	
ACID	PSN	23	24	
SWEET SCENT	NRM	30	33	-
RAZOR LEAF	GRS	37	42	-
SLAM	NRM	45	54	

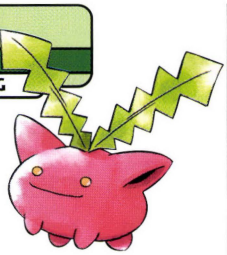
TM & HM ABILITIES

#	ATTACK	TYPE	#69	#70	#71
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
12	SWEET SCENT	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
36	SLUDGE BOMB	PSN	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H1	CUT	NRM	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENCORE	NRM	●		
EG	LEECH LIFE	BUG	●		
EG	SYNTHESIS	GRS	●		
EG	SWORD DANCE	NRM	●		
EG	REFLECT	PSY	●		

#187 HOPPIP

TYPE: GRASS/FLYING

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

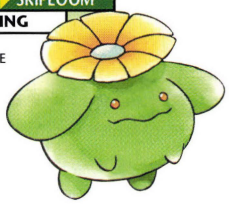


#188 SKIPLOOM

HOPPIP LEVEL 18 ▶ SKIPLOOM

TYPE: GRASS/FLYING

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

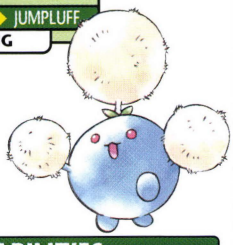


#189 JUMPLUFF

SKIPLOOM LEVEL 27 ▶ JUMPLUFF

TYPE: GRASS/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#187	#188	#189
SPLASH	NRM	-	-	-
SYNTHESIS (C)	GRS	5	5	5
TAIL WHIP (G&S)	NRM	5	5	5
TACKLE	NRM	10	10	10
POISONPOWDER	PSN	13	13	13
STUN SPORE	GRS	15	15	15
SLEEP POWDER	GRS	17	17	17
LEECH SEED	GRS	20	22	22
COTTON SPORE	GRS	25	29	33
MEGA DRAIN	GRS	30	36	44

TM & HM ABILITIES

#	ATTACK	TYPE	#187	#188	#189
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
12	SWEET SCENT	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENCORE	NRM	●		
EG	DOUBLE-EDGE	NRM	●		
EG	AMNESIA	PSY	●		
EG	GROWL	NRM	●		
EG	PAY DAY	NRM	●		
EG	CONFUSION	PSY	●		
EG	REFLECT	PSY	●		

#46 PARAS

TYPE: BUG/GRASS

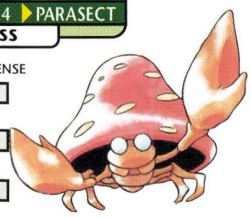
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#47 PARASECT

PARAS LEVEL 24 ▶ PARASECT

TYPE: BUG/GRASS

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#46	#47
SCRATCH	NRM	-	-
STUN SPORE	GRS	7	7
POISONPOWDER	PSN	13	13
LEECH LIFE	BUG	19	19
SPORE	GRS	25	28
SLASH	NRM	31	37
GROWTH	NRM	37	46
GIGA DRAIN	GRS	43	55

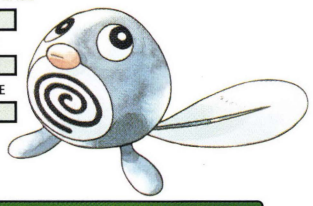
TM & HM ABILITIES

#	ATTACK	TYPE	#46	#47
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H5	FLASH	NRM	●	●
EG	SCREECH	NRM	●	
EG	PURSUIT	DRK	●	
EG	COUNTER	FTG	●	
EG	PSYBEAM	PSY	●	
EG	FLAIL	NRM	●	
EG	LIGHT SCREEN	PSY	●	
EG	FALSE SWIPE	NRM	●	

#60 POLIWAG

TYPE: WATER

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#60	#61	#62	#186
BUBBLE	WTR	-	-		
HYPNOSIS	PSY	7	7	-	-
WATER GUN	WTR	13	13	-	-
DOUBLE SLAP	NRM	19	19	-	-
RAIN DANCE	WTR	25	27		
BODY SLAM	NRM	31	35		
SUBMISSION	FTG			35	
PERISH SONG	NRM				35
BELLY DRUM	NRM	37	43		
HYDRO PUMP	WTR	43	51		
MIND READER	NRM			51	
SWAGGER	NRM				51

TM & HM ABILITIES

#	ATTACK	TYPE	#60	#61	#62	#186
01	DYNAMICPUNCH	FTG			●	●
02	HEADBUTT	NRM	●	●	●	●
03	CURSE	???	●	●	●	●
06	TOXIC	PSN	●	●	●	●
08	ROCK SMASH	FTG		●	●	●
10	HIDDEN POWER	NRM	●	●	●	●
13	SNORE	NRM	●	●	●	●
14	BLIZZARD	ICE	●	●	●	●
15	HYPER BEAM	NRM			●	●
16	ICY WIND	ICE	●	●	●	●
17	PROTECT	NRM	●	●	●	●
18	RAIN DANCE	WTR	●	●	●	●
20	ENDURE	NRM	●	●	●	●
21	FRUSTRATION	NRM	●	●	●	●
26	EARTHQUAKE	GRD		●	●	●
27	RETURN	NRM	●	●	●	●
29	PSYCHIC	PSY	●	●	●	●
31	MUD-SLAP	GRD		●	●	●
32	DOUBLE TEAM	NRM	●	●	●	●
33	ICE PUNCH	ICE		●	●	●
34	SWAGGER	NRM	●	●	●	●
35	SLEEP TALK	NRM	●	●	●	●
40	DEFENSE CURL	NRM	●	●	●	●
43	DETECT	FTG		●	●	●
44	REST	PSY	●	●	●	●
45	ATTRACT	NRM	●	●	●	●
46	THIEF	DRK	●	●	●	●
H3	SURF	WTR	●	●	●	●
H4	STRENGTH	NRM		●	●	●
H6	WHIRLPOOL	WTR	●	●	●	●
H7	WATERFALL	WTR	●	●	●	●
EG	HAZE	ICE	●			
EG	MIND READER	NRM	●			
EG	MIST	ICE	●			
EG	SPLASH	NRM	●			
EG	BUBBLEBEAM	WTR	●			
MT	ICE BEAM	ICE	●	●	●	●

#61 POLIWHIRL

POLIWAG LEVEL 25 ▶ POLIWHIRL

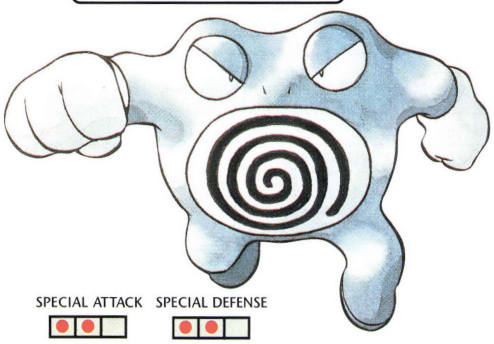
TYPE: **WATER**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#62 POLIWRATH

POLIWHIRL Water Stone ▶ POLIWRATH

TYPE: **WATER/FIGHTING**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#186 POLITOED

POLIWHIRL King's Rock + TRADE ▶ POLITOED

TYPE: **WATER**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#129 MAGIKARP

TYPE: **WATER**

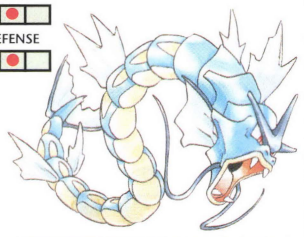
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

#130 GYARADOS

MAGIKARP LEVEL 20 ▶ GYARADOS

TYPE: **WATER/FLYING**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#129	#130
SPLASH	NRM	-	
TACKLE	NRM	15	
FLAIL	NRM	30	
THRASH	NRM		-
BITE	DRK		20
DRAGON RAGE	DRG		25
LEER	NRM		30
TWISTER	DRG		35
HYDRO PUMP	WTR		40
RAIN DANCE	WTR		45
HYPER BEAM	NRM		50

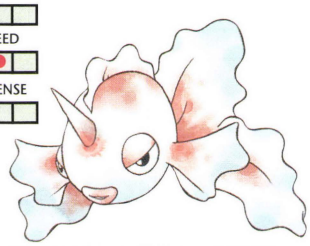
TM & HM ABILITIES

#	ATTACK	TYPE	#129	#130
02	HEADBUTT	NRM		●
03	CURSE	???		●
05	ROAR	NRM		●
06	TOXIC	PSN		●
07	ZAP CANNON	ELC		●
08	ROCK SMASH	FTG		●
10	HIDDEN POWER	NRM		●
13	SNORE	NRM		●
14	BLIZZARD	ICE		●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE		●
17	PROTECT	NRM		●
18	RAIN DANCE	WTR		●
20	ENDURE	NRM		●
21	FRUSTRATION	NRM		●
24	DRAGONBREATH	DRG		●
25	THUNDER	ELC		●
27	RETURN	NRM		●
32	DOUBLE TEAM	NRM		●
34	SWAGGER	NRM		●
35	SLEEP TALK	NRM		●
37	SANDSTORM	RCK		●
38	FIRE BLAST	FIR		●
44	REST	PSY		●
45	ATTRACT	NRM		●
H3	SURF	WTR		●
H4	STRENGTH	NRM		●
H6	WHIRLPOOL	WTR		●
H7	WATERFALL	WTR		●
MT	FLAMETHROWER	FIR		●
MT	THUNDERBOLT	ELC		●
MT	ICE BEAM	ICE		●

#118 GOLDEEN

TYPE: **WATER**

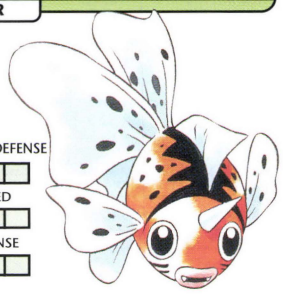
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



#119 SEAKING

GOLDEEN LEVEL 33 ▶ SEAKING

TYPE: **WATER**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#118	#119
PECK	FLY	-	-
TAIL WHIP	NRM	-	-
SUPERSONIC	NRM	10	10
HORN ATTACK	NRM	15	15
FLAIL	NRM	24	24
FURY ATTACK	NRM	29	29
WATERFALL	WTR	38	41
HORN DRILL	NRM	43	49
AGILITY	PSY	52	61

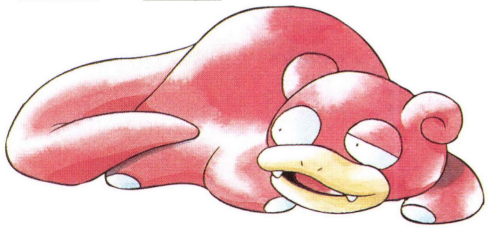
TM & HM ABILITIES

#	ATTACK	TYPE	#118	#119
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H7	WATERFALL	WTR	●	●
EG	HAZE	ICE	●	
EG	PSYBEAM	PSY	●	
EG	HYDRO PUMP	WTR	●	
MT	ICE BEAM	ICE	●	●

#79 SLOWPOKE

TYPE: WATER/PSYCHIC

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#79	#80	#199
CURSE	???	-	-	-
TACKLE	NRM	-	-	-
GROWL	NRM	6	6	6
WATER GUN	WTR	15	15	15
CONFUSION	PSY	20	20	20
DISABLE	NRM	29	29	29
HEADBUTT	NRM	34	34	34
WITHDRAW	WTR		37	
AMNESIA	PSY	43	46	
SWAGGER	NRM			43
PSYCHIC	PSY	48	54	48

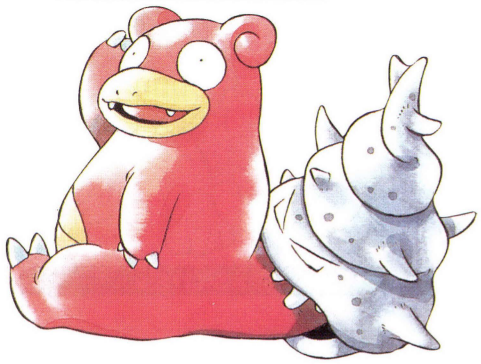
TM & HM ABILITIES

#	ATTACK	TYPE	#79	#80	#199
01	DYNAMICPUNCH	FTG		●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
08	ROCK SMASH	FTG		●	●
09	PSYCH UP	NRM	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM		●	●
16	ICY WIND	ICE	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE		●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
38	FIRE BLAST	FIR	●	●	●
39	SWIFT	NRM	●	●	●
42	DREAM EATER	PSY	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	FURY CUTTER	BUG		●	●
50	NIGHTMARE	GHO	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	●	●	●
H5	FLASH	NRM	●	●	●
H6	WHIRLPOOL	WTR			●
EG	SAFEGUARD	NRM	●		
EG	BELLY DRUM	NRM	●		
EG	STOMP	NRM	●		
EG	FUTURE SIGHT	PSY	●		
MT	FLAMETHROWER	FIR	●	●	●
MT	ICE BEAM	ICE	●	●	●

#80 SLOWBRO

SLOWPOKE LEVEL 37 ▶ SLOWBRO

TYPE: WATER/PSYCHIC



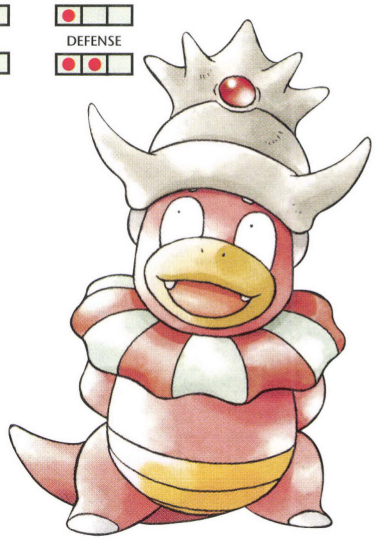
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

#199 SLOWKING

SLOWPOKE King's Rock + TRADE ▶ SLOWKING

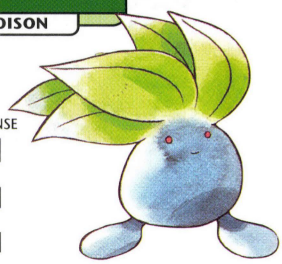
TYPE: WATER/PSYCHIC

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



#43 ODDISH

TYPE: GRASS/POISON

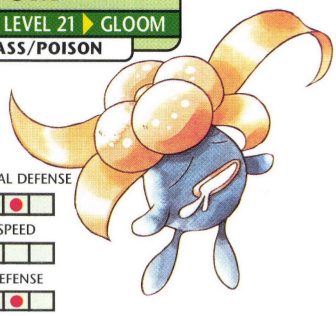


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#44 GLOOM

ODDISH LEVEL 21 ▶ GLOOM

TYPE: GRASS/POISON



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#43	#44	#45	#182
ABSORB	GRS	-	-	-	-
SWEET SCENT	NRM	7	7	-	-
POISONPOWDER	PSN	14	14		
STUN SPORE	GRS	16	16	-	-
SLEEP POWDER	GRS	18	18		
ACID	PSN	23	24		
MOONLIGHT	NRM	32	35		
PETAL DANCE	GRS	39	44	-	-
SOLARBEAM	GRS				55

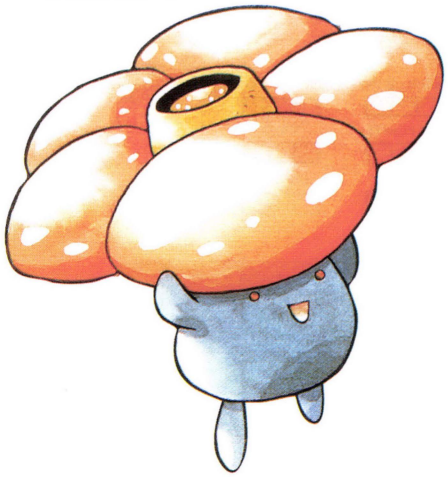
TM & HM ABILITIES

#	ATTACK	TYPE	#43	#44	#45	#182
03	CURSE	???	●	●	●	●
06	TOXIC	PSN	●	●	●	●
10	HIDDEN POWER	NRM	●	●	●	●
11	SUNNY DAY	FIR	●	●	●	●
12	SWEET SCENT	NRM	●	●	●	●
13	SNORE	NRM	●	●	●	●
15	HYPER BEAM	NRM			●	●
17	PROTECT	NRM	●	●	●	●
19	GIGA DRAIN	GRS	●	●	●	●
20	ENDURE	NRM	●	●	●	●
21	FRUSTRATION	NRM	●	●	●	●
22	SOLARBEAM	GRS	●	●	●	●
27	RETURN	NRM	●	●	●	●
32	DOUBLE TEAM	NRM	●	●	●	●
34	SWAGGER	NRM	●	●	●	●
35	SLEEP TALK	NRM	●	●	●	●
36	SLUDGE BOMB	PSN	●	●	●	
44	REST	PSY	●	●	●	●
45	ATTRACT	NRM	●	●	●	●
H1	CUT	NRM	●	●	●	●
H5	FLASH	NRM	●	●	●	●
EG	SYNTHESIS	GRS	●			
EG	FLAIL	NRM	●			
EG	SWORDS DANCE	NRM	●			
EG	RAZOR LEAF	GRS	●			

#45 VILEPLUME

GLOOM Leaf Stone ▶ VILEPLUME

TYPE: GRASS/POISON

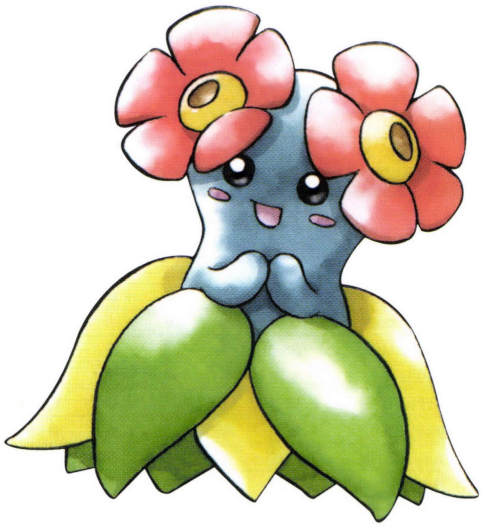


SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●○○
ATTACK ●●○
DEFENSE ●●○

#182 BELLOSSOM

GLOOM Sun Stone ▶ BELLOSSOM

TYPE: GRASS

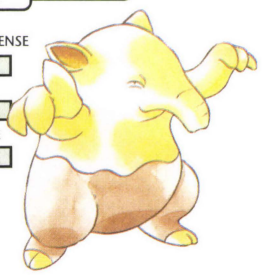


SPECIAL ATTACK ●●○
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●○○
ATTACK ●●○
DEFENSE ●●○

#96 DROWZEE

TYPE: PSYCHIC

SPECIAL ATTACK ●○○
SPECIAL DEFENSE ●●○
HIT POINTS ●○○
SPEED ●○○
ATTACK ●○○
DEFENSE ●○○

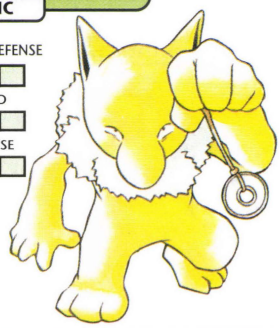


#97 HYPNO

DROWZEE LEVEL 26 ▶ HYPNO

TYPE: PSYCHIC

SPECIAL ATTACK ●●○
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●○
ATTACK ●●○
DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#96	#97
POUND	NRM	-	-
HYPNOSIS	PSY	-	-
DISABLE	NRM	10	10
CONFUSION	PSY	18	18
HEADBUTT	NRM	25	25
POISON GAS	PSN	31	33
MEDITATE	PSY	36	40
PSYCHIC	PSY	40	49
PSYCH UP	NRM	43	55
FUTURE SIGHT	PSY	45	60

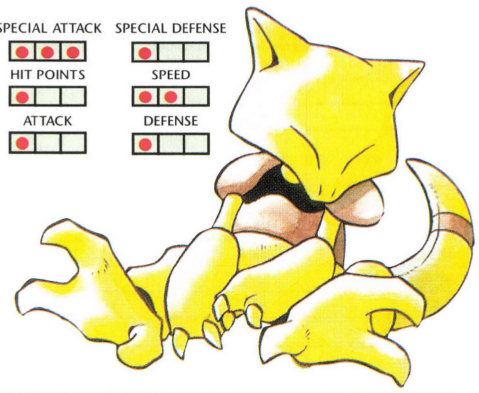
TM & HM ABILITIES

#	ATTACK	TYPE	#96	#97
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
42	DREAM EATER	PSY	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
48	FIRE PUNCH	FIR	●	●
50	NIGHTMARE	GHO	●	●
H5	FLASH	NRM	●	●
EG	BARRIER	PSY	●	
EG	LIGHT SCREEN	PSY	●	

#63 ABRA

TYPE: PSYCHIC

SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●○○
HIT POINTS ●○○
SPEED ●●○
ATTACK ●○○
DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#63	#64	#65
TELEPORT	PSY	-	-	-
KINESIS	PSY		-	-
CONFUSION	PSY		16	16
DISABLE	NRM		18	18
PSYBEAM	PSY		21	21
RECOVER	NRM		26	26
FUTURE SIGHT	PSY		31	31
PSYCHIC	PSY		38	38
REFLECT	PSY		45	45

TM & HM ABILITIES

#	ATTACK	TYPE	#63	#64	#65
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
09	PSYCH UP	NRM	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD		●	●
29	PSYCHIC	PSY	●	●	●
30	SHADOW BALL	GHO	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
41	THUNDERPUNCH	ELC	●	●	●
42	DREAM EATER	PSY	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	FIRE PUNCH	FIR	●	●	●
50	NIGHTMARE	GHO	●	●	●
H5	FLASH	NRM	●	●	●
EG	ENCORE	NRM	●		
EG	BARRIER	PSY	●		
EG	LIGHT SCREEN	PSY	●		

#64 KADABRA

ABRA LEVEL 16 ▶ KADABRA

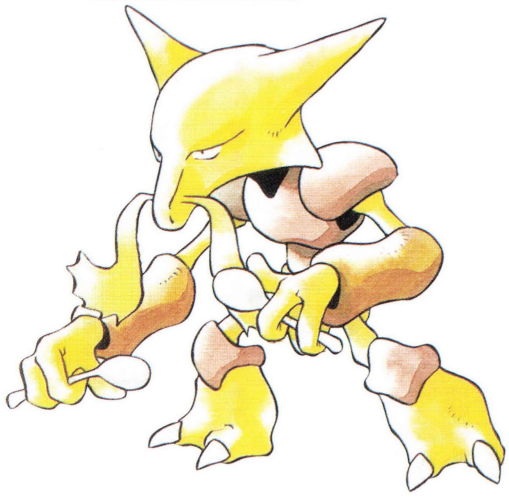
TYPE: **PSYCHIC**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●○○ DEFENSE ●○○

#65 ALAKAZAM

KADABRA TRADE ▶ ALAKAZAM

TYPE: **PSYCHIC**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●○○ DEFENSE ●○○

#132 DITTO

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#132
TRANSFORM	NRM	-

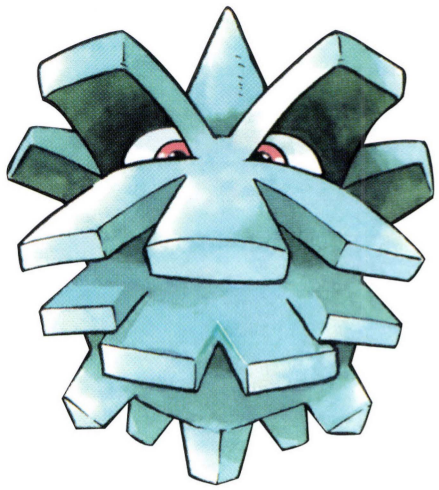
TM & HM ABILITIES

#	ATTACK	TYPE	#132
NONE			

#204 PINECO

TYPE: **BUG**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

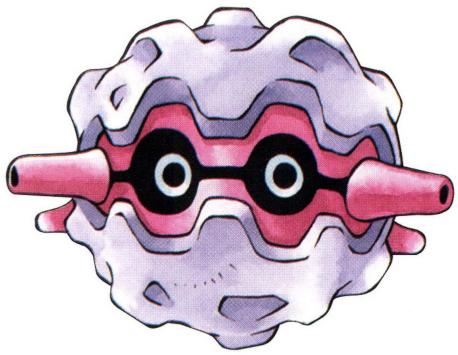


#205 FORRETRESS

PINECO LEVEL 31 ▶ FORRETRESS

TYPE: **BUG/STEEL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●●



LEVEL-UP ABILITIES

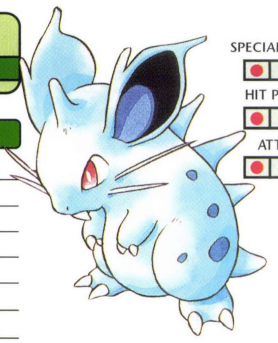
ATTACK	TYPE	#204	#205
TACKLE	NRM	-	-
PROTECT	NRM	-	-
SELFDESTRUCT	NRM	8	8
TAKE DOWN	NRM	15	15
RAPID SPIN	NRM	22	22
BIDE	NRM	29	29
EXPLOSION	NRM	36	39
SPIKES	GRD	43	49
DOUBLE-EDGE	NRM	50	59

TM & HM ABILITIES

#	ATTACK	TYPE	#204	#205
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK		●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
EG	FLAIL	NRM	●	
EG	SWIFT	NRM	●	
EG	PIN MISSILE	BUG	●	
EG	REFLECT	PSY	●	

#29 NIDORAN♀

TYPE: POISON



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#29	#30	#31
GROWL	NRM	-	-	
TACKLE	NRM	-	-	-
SCRATCH	NRM	8	8	-
DOUBLE KICK	FTG	12	12	-
POISON STING	PSN	17	19	
BODY SLAM	NRM			23
TAIL WHIP	NRM	23	27	-
BITE	DRK	30	36	
FURY SWIPES	NRM	38	46	

TM & HM ABILITIES

#	ATTACK	TYPE	#29	#30	#31
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
25	THUNDER	ELC	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
30	SHADOW BALL	GHO			●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE			●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK			●
38	FIRE BLAST	FIR			●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC			●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	FIRE PUNCH	FIR			●
49	FURY CUTTER	BUG			●
H3	SURF	WTR			●
H4	STRENGTH	NRM		●	●
EG	CHARM	NRM	●		
EG	COUNTER	FTG	●		
EG	DISABLE	NRM	●		
EG	FOCUS ENERGY	NRM	●		
EG	SUPERSONIC	NRM	●		
EG	TAKE DOWN	NRM	●		
EG	BEAT UP	DRK	●		
MT	FLAMETHROWER	FIR			●
MT	THUNDERBOLT	ELC	●	●	●
MT	ICE BEAM	ICE		●	●

#30 NIDORINA

NIDORAN♀ LEVEL 16 ▶ NIDORINA

TYPE: POISON

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

#31 NIDOQUEEN

NIDORINA Moon Stone ▶ NIDOQUEEN

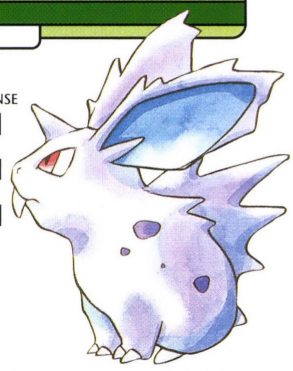
TYPE: POISON/GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#32 NIDORAN♂

TYPE: POISON

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#32	#33	#34
LEER	NRM	-	-	
TACKLE	NRM	-	-	-
HORN ATTACK	NRM	8	8	-
DOUBLE KICK	FTG	12	12	-
POISON STING	PSN	17	19	-
THRASH	NRM			23
FOCUS ENERGY	NRM	23	27	
FURY ATTACK	NRM	30	36	
HORN DRILL	NRM	38	46	

TM & HM ABILITIES

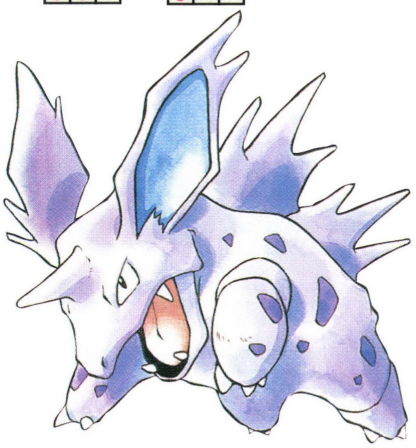
#	ATTACK	TYPE	#32	#33	#34
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG		●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE			●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
25	THUNDER	ELC	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
30	SHADOW BALL	GHO			●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE			●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK			●
38	FIRE BLAST	FIR			●
40	DEFENSE CURL	NRM	●	●	●
41	THUNDERPUNCH	ELC			●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	FIRE PUNCH	FIR			●
49	FURY CUTTER	BUG			●
H3	SURF	WTR			●
H4	STRENGTH	NRM		●	●
EG	COUNTER	FTG	●		
EG	DISABLE	NRM	●		
EG	SUPERSONIC	NRM	●		
EG	TAKE DOWN	NRM	●		
EG	AMNESIA	PSY	●		
EG	CONFUSION	PSY	●		
EG	BEAT UP	DRK	●		
MT	FLAMETHROWER	FIR			●
MT	THUNDERBOLT	ELC	●	●	●
MT	ICE BEAM	ICE		●	●

#33 NIDORINO

NIDORAN♂ LEVEL 16 ▶ NIDORINO

TYPE: POISON

SPECIAL ATTACK ●●□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●●□
ATTACK ●●□ DEFENSE ●□□

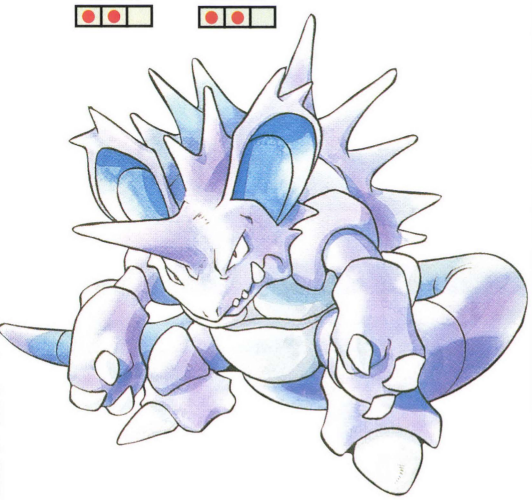


#34 NIDOKING

NIDORINO Moon Stone ▶ NIDOKING

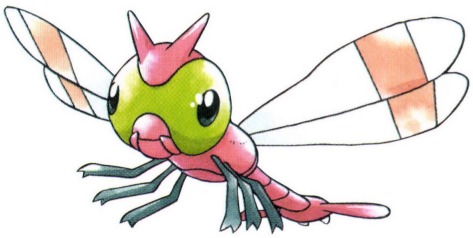
TYPE: POISON/GROUND

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●●● SPEED ●●●
ATTACK ●●● DEFENSE ●●●



#193 YANMA

TYPE: BUG/FLYING



SPECIAL ATTACK ●●□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●●□
ATTACK ●●□ DEFENSE ●□□

LEVEL-UP ABILITIES

ATTACK	TYPE	#193
TACKLE	NRM	-
FORESIGHT	NRM	-
QUICK ATTACK	NRM	7
DOUBLE TEAM	NRM	13
SONICBOOM	NRM	19
DETECT	FTG	25
SUPERSONIC	NRM	31
WING ATTACK (C)	FLY	37
SWIFT (G&S)	NRM	37
SCREECH	NRM	43

TM & HM ABILITIES

#	ATTACK	TYPE	#193
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
19	GIGA DRAIN	GRS	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H5	FLASH	NRM	●
EG	REVERSAL	FTG	●
EG	LEECH LIFE	BUG	●
EG	WHIRLWIND	NRM	●

#191 SUNKERN

TYPE: GRASS

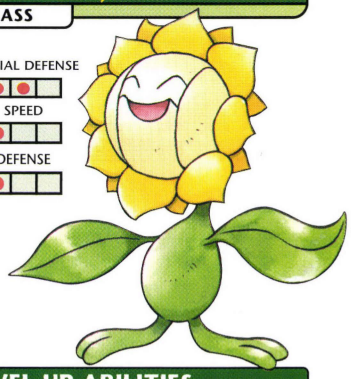
SPECIAL ATTACK ●□□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●□□
ATTACK ●□□ DEFENSE ●□□

#192 SUNFLORA

SUNKERN Sun Stone ▶ SUNFLORA

TYPE: GRASS

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●●□ SPEED ●□□
ATTACK ●●□ DEFENSE ●□□



LEVEL-UP ABILITIES

ATTACK	TYPE	#191	#192
ABSORB	GRS	-	-
POUND	NRM		-
GROWTH	NRM	4	4
MEGA DRAIN	GRS	10	
RAZOR LEAF	GRS		10
SUNNY DAY	FIR	19	19
SYNTHESIS	GRS	31	
PETAL DANCE	GRS		31
GIGA DRAIN	GRS	46	
SOLARBEAM	GRS		46

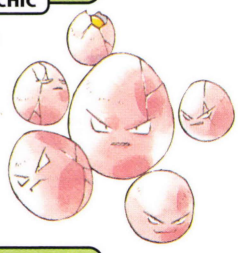
TM & HM ABILITIES

#	ATTACK	TYPE	#191	#192
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM	●	●
H5	FLASH	NRM	●	●

#102 EXEGGCUTE

TYPE: GRASS/PSYCHIC

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○

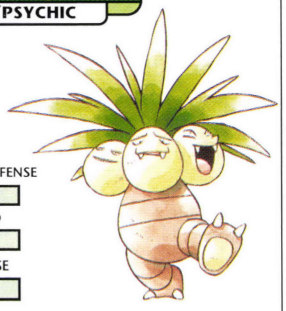


#103 EXEGGUTOR

EXEGGCUTE Leaf Stone ▶ EXEGGUTOR

TYPE: GRASS/PSYCHIC

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#102	#103
BARRAGE	NRM	-	-
HYPNOSIS	PSY	-	-
REFLECT	PSY	7	
LEECH SEED	GRS	13	
CONFUSION	PSY	19	-
STOMP	NRM		19
STUN SPORE	GRS	25	
POISONPOWDER	PSN	31	
EGG BOMB	NRM		31
SLEEP POWDER	GRS	37	
SOLAR BEAM	GRS	43	

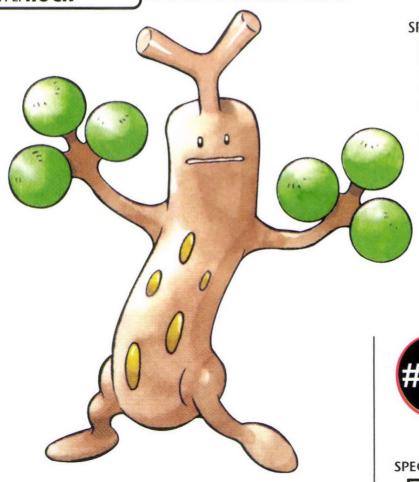
TM & HM ABILITIES

#	ATTACK	TYPE	#102	#103
02	HEADBUTT	NRM		●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
42	DREAM EATER	PSY	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
EG	ANCIENTPOWER	RCK	●	
EG	SYNTHESIS	GRS	●	
EG	MOONLIGHT	NRM	●	
EG	MEGA DRAIN	GRS	●	
EG	REFLECT	PSY	●	

#185 SUDOWOODO

TYPE: ROCK

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#185
ROCK THROW	RCK	-
MIMIC	NRM	-
FLAIL	NRM	10
LOW KICK	FTG	19
ROCK SLIDE	RCK	28
FAINT ATTACK	DRK	37
SLAM	NRM	46

TM & HM ABILITIES

#	ATTACK	TYPE	#185
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
40	DEFENSE CURL	NRM	●
41	THUNDERPUNCH	ELC	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	FIRE PUNCH	FIR	●
H4	STRENGTH	NRM	●
EG	SELFDESTRUCT	NRM	●

#202 WOBBUFFET

TYPE: PSYCHIC

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●● SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#202
COUNTER	FTG	-
MIRROR COAT	PSY	-
SAFEGUARD	NRM	-
DESTINY BOND	GHO	-

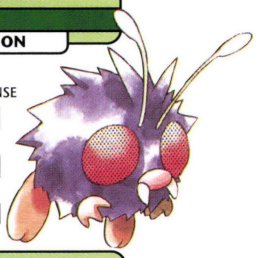
TM & HM ABILITIES

#	ATTACK	TYPE	#202
NONE			

#48 VENONAT

TYPE: BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

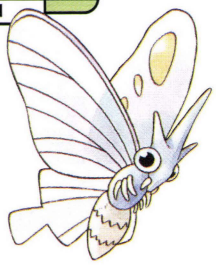


#49 VENOMOTH

VENONAT LEVEL 31 ▶ VENOMOTH

TYPE: BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	#48	#49
TACKLE	NRM	-	-
DISABLE	NRM	-	-
FORESIGHT	NRM	-	-
SUPERSONIC	NRM	9	9
CONFUSION	PSY	17	17
POISONPOWDER	PSN	20	20
LEECH LIFE	BUG	25	25
STUN SPORE	GRS	28	28
GUST	FLY		31
PSYBEAM	PSY	33	36
SLEEP POWDER	GRS	36	42
PSYCHIC	PSY	41	52

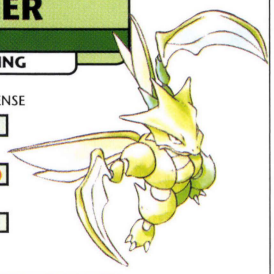
TM & HM ABILITIES

#	ATTACK	TYPE	#48	#49
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H5	FLASH	NRM		●
EG	SCREECH	NRM	●	
EG	BATON PASS	NRM	●	

#123 SCYTHER

TYPE: BUG/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

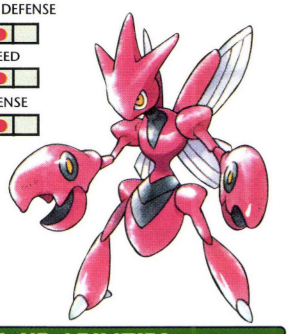


#212 SCIZOR

SCYTHER Metal Coat + TRADE ▶ SCIZOR

TYPE: BUG/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

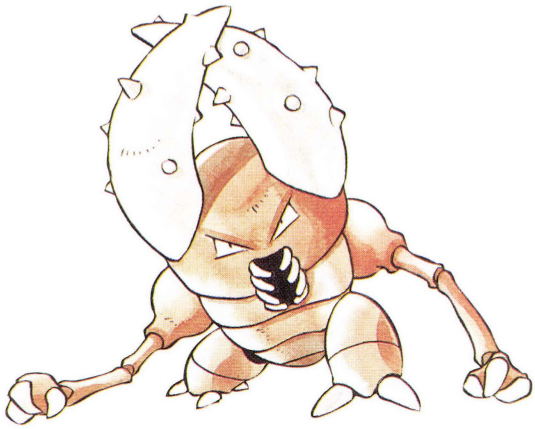
ATTACK	TYPE	#123	#212
QUICK ATTACK	NRM	-	-
LEER	NRM	-	-
FOCUS ENERGY	NRM	6	6
PURSUIT	DRK	12	12
FALSE SWIPE	NRM	18	18
AGILITY	PSY	24	24
WING ATTACK	FLY	30	
METAL CLAW	STL		30
SLASH	NRM	36	36
SWORDS DANCE	NRM	42	42
DOUBLE TEAM	NRM	48	48

TM & HM ABILITIES

#	ATTACK	TYPE	#123	#212
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	RCK	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM	●	●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK		●
39	SWIFT	NRM	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM		●
EG	COUNTER	FTG	●	
EG	RAZOR WIND	NRM	●	
EG	REVERSAL	FTG	●	
EG	SAFEGUARD	NRM	●	
EG	BATON PASS	NRM	●	
EG	LIGHT SCREEN	PSY	●	

#127 PINSIR

TYPE: BUG



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#127
VICEGRIP	NRM	-
FOCUS ENERGY	NRM	7
BIND	NRM	13
SEISMIC TOSS	FTG	19
HARDEN	NRM	25
GUILLOTINE	NRM	31
SUBMISSION	FTG	37
SWORDS DANCE	NRM	43

TM & HM ABILITIES

#	ATTACK	TYPE	#127
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
08	ROCK SMASH	RCK	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	FURY CUTTER	BUG	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
EG	FLAIL	NRM	●
EG	FURY ATTACK	NRM	●

#214 HERACROSS

TYPE: BUG/FIGHTING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

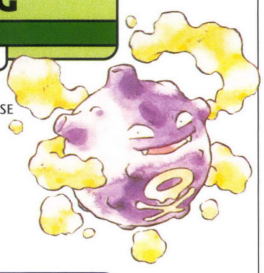
ATTACK	TYPE	#214
TACKLE	NRM	-
LEER	NRM	-
HORN ATTACK	NRM	6
ENDURE	NRM	12
FURY ATTACK	NRM	19
COUNTER	FTG	27
TAKE DOWN	NRM	35
REVERSAL	FTG	44
MEGAHORN	BUG	54

TM & HM ABILITIES

#	ATTACK	TYPE	#214
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
08	ROCK SMASH	RCK	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	FURY CUTTER	BUG	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
EG	HARDEN	NRM	●
EG	BIDE	NRM	●
EG	FLAIL	NRM	●

#109 KOFFING

TYPE: POISON

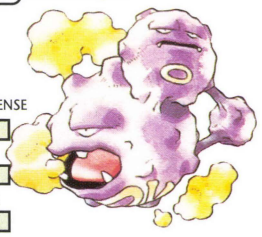


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

#110 WEEZING

KOFFING LEVEL 35 ▶ WEEZING

TYPE: POISON



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

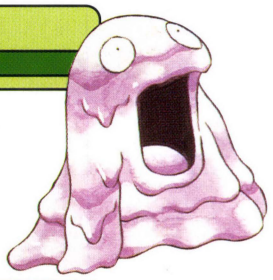
ATTACK	TYPE	#109	#110
POISON GAS	PSN	-	-
TACKLE	NRM	-	-
SMOG	PSN	9	9
SELFDESTRUCT	NRM	17	17
SLUDGE	PSN	21	21
SMOKESCREEN	NRM	25	25
HAZE	ICE	33	33
EXPLOSION	NRM	41	44
DESTINY BOND	GHO	45	51

TM & HM ABILITIES

#	ATTACK	TYPE	#109	#110
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
38	FIRE BLAST	FIR	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
EG	PAIN SPLIT	NRM	●	
EG	SCREECH	NRM	●	
EG	PSYBEAM	PSY	●	
EG	PSYWAVE	PSY	●	
EG	DESTINY BOND	GHO	●	
MT	FLAMETHROWER	FIR	●	●
MT	THUNDERBOLT	ELC	●	●

#88 GRIMER

TYPE: POISON

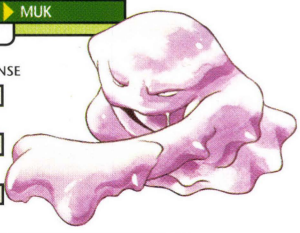


SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#89 MUK

GRIMER LEVEL 38 ▶ MUK

TYPE: POISON



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

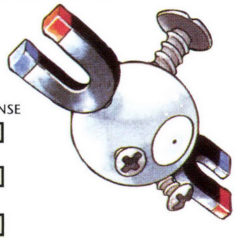
ATTACK	TYPE	#88	#89
POISON GAS	PSN	-	-
POUND	NRM	-	-
HARDEN	NRM	5	33
DISABLE	NRM	10	37
SLUDGE	PSN	16	45
MINIMIZE	NRM	23	45
SCREECH	NRM	31	45
ACID ARMOR	PSN	40	45
SLUDGE BOMB	PSN	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	#88	#89
01	DYNAMICPUNCH	FTG	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
38	FIRE BLAST	FIR	●	●
41	THUNDERPUNCH	ELC	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
EG	HAZE	ICE	●	
EG	MEAN LOOK	NRM	●	
EG	LICK	GHO	●	
MT	FLAMETHROWER	FIR	●	●
MT	THUNDERBOLT	ELC	●	●

#81 MAGNEMITE

TYPE: **ELECTRIC/STEEL**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○

#82 MAGNETON

MAGNEMITE LEVEL 30 ▶ MAGNETON

TYPE: **ELECTRIC/STEEL**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#81	#82
TACKLE	NRM	-	-
THUNDERSHOCK	ELC	6	6
SUPERSONIC	NRM	11	11
SONICBOOM	NRM	16	16
THUNDER WAVE	ELC	21	21
LOCK-ON	NRM	27	27
SWIFT	NRM	33	35
SCREECH	NRM	39	43
ZAP CANNON	ELC	45	53

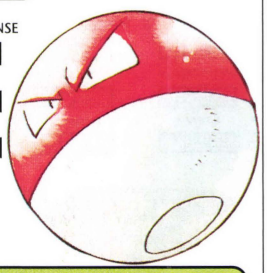
TM & HM ABILITIES

#	ATTACK	TYPE	#81	#82
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
H5	FLASH	NRM	●	●
MT	THUNDERBOLT	ELC	●	●

#100 VOLTORB

TYPE: **ELECTRIC**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●○○ DEFENSE ●○○

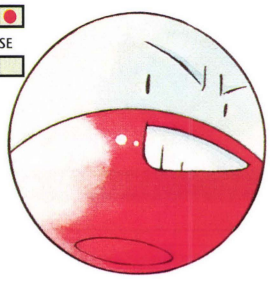


#101 ELECTRODE

VOLTORB LEVEL 30 ▶ ELECTRODE

TYPE: **ELECTRIC**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●○○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#100	#101
TACKLE	NRM	-	-
SCREECH	NRM	9	9
SONICBOOM	NRM	17	17
SELFDESTRUCT	NRM	23	23
ROLLOUT	RCK	29	29
LIGHT SCREEN	PSY	33	34
SWIFT	NRM	37	40
EXPLOSION	NRM	39	44
MIRROR COAT	PSY	41	48

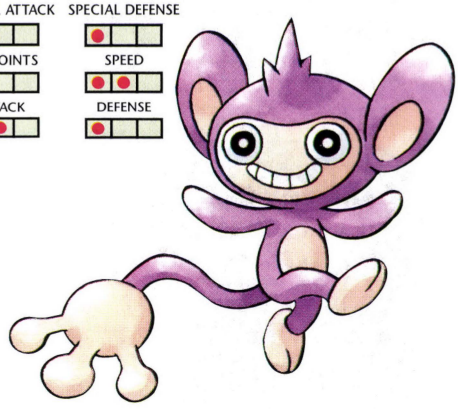
TM & HM ABILITIES

#	ATTACK	TYPE	#100	#101
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
H5	FLASH	NRM	●	●
MT	THUNDERBOLT	ELC	●	●

#190 AIPOM

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#190
SCRATCH	NRM	-
TAIL WHIP	NRM	-
SAND-ATTACK	GRD	6
BATON PASS	NRM	12
FURY SWIPES	NRM	19
SWIFT	NRM	27
SCREECH	NRM	36
AGILITY	PSY	46

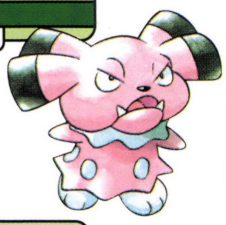
TM & HM ABILITIES

#	ATTACK	TYPE	#190
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
40	DEFENSE CURL	NRM	●
41	THUNDERPUNCH	ELC	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	FIRE PUNCH	FIR	●
49	FURY CUTTER	BUG	●
50	NIGHTMARE	GHO	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
EG	SCREECH	NRM	●
EG	SPITE	GHO	●
EG	PURSUIT	DRK	●
EG	DOUBLESLAP	NRM	●
EG	COUNTER	FTG	●
EG	AGILITY	PSY	●
EG	SLAM	NRM	●
EG	BEAT UP	DRK	●
MT	THUNDERBOLT	ELC	●

#209 SNUBBULL

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

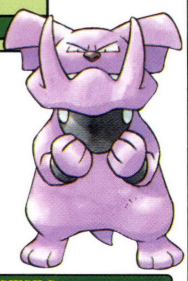


#210 GRANBULL

SNUBBULL LEVEL 23 ▶ GRANBULL

TYPE: **NORMAL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#209	#210
TACKLE	NRM	-	-
SCARY FACE	NRM	-	-
TAIL WHIP	NRM	4	4
CHARM	NRM	8	8
BITE	DRK	13	13
LICK	GHO	19	19
ROAR	NRM	26	28
RAGE	NRM	34	38
TAKE DOWN	NRM	43	51

TM & HM ABILITIES

#	ATTACK	TYPE	#209	#210
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
40	DEFENSE CURL	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
H4	STRENGTH	NRM	●	●
EG	HEAL BELL	NRM	●	
EG	CRUNCH	DRK	●	
EG	LICK	GHO	●	
EG	FAINT ATTACK	DRK	●	
EG	LEER	NRM	●	
EG	PRESENT	NRM	●	
EG	METRONOME	NRM	●	
EG	REFLECT	PSY	●	
MT	THUNDERBOLT	ELC	●	●

#37 VULPIX

TYPE: **FIRE**

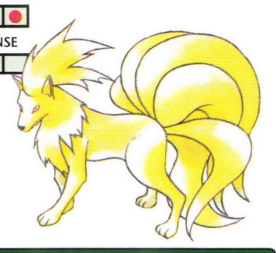
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

#38 NINETALES

VULPIX Fire Stone ▶ NINETALES

TYPE: **FIRE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#37	#38
EMBER	FIR	-	-
TAIL WHIP	NRM	-	
QUICK ATTACK	NRM	7	-
ROAR	NRM	13	
CONFUSE RAY	GHO	19	-
SAFEGUARD	NRM	25	-
FLAMETHROWER	FIR	31	
FIRE SPIN	FIR	37	43

TM & HM ABILITIES

#	ATTACK	TYPE	#37	#38
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM		●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
EG	SPITE	GHO	●	
EG	DISABLE	NRM	●	
EG	HYPNOSIS	PSY	●	
EG	FLAIL	NRM	●	
EG	FAINT ATTACK	DRK	●	
MT	FLAMETHROWER	FIR	●	●

#58 GROWLITHE

TYPE: **FIRE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#59 ARCANINE

GROWLITHE Fire Stone ▶ ARCANINE

TYPE: **FIRE**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#58	#59
BITE	DRK	-	
ROAR	NRM	-	-
EMBER	FIR	9	
LEER	NRM	18	-
TAKE DOWN	NRM	26	-
FLAME WHEEL	FIR	34	-
AGILITY	PSY	42	
FLAMETHROWER	FIR	50	
EXTREME SPEED	NRM		50

TM & HM ABILITIES

#	ATTACK	TYPE	#58	#59
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
24	DRAGONBREATH	DRG	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
EG	THRASH	NRM	●	
EG	CRUNCH	DRK	●	
EG	SAFEGUARD	NRM	●	
EG	BODY SLAM	NRM	●	
EG	FIRE SPIN	FIR	●	
MT	FLAMETHROWER	FIR	●	●

#234 STANTLER

TYPE: NORMAL

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#234
TACKLE	NRM	-
LEER	NRM	8
HYPNOSIS	PSY	15
STOMP	NRM	23
SAND-ATTACK	GRD	31
TAKE DOWN	NRM	40
CONFUSE RAY	GHO	49

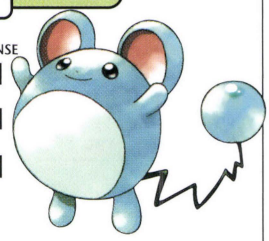
TM & HM ABILITIES

#	ATTACK	TYPE	#234
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
50	NIGHTMARE	GHO	●
H5	FLASH	NRM	●
EG	SPITE	GHO	●
EG	DISABLE	NRM	●
EG	BITE	DRK	●
EG	LIGHT SCREEN	PSY	●
EG	REFLECT	PSY	●

#183 MARILL

TYPE: WATER

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

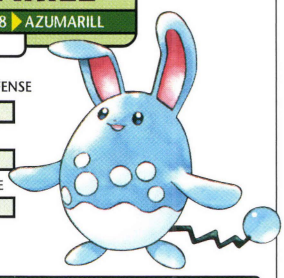


#184 AZUMARILL

MARILL LEVEL 18 ▶ AZUMARILL

TYPE: WATER

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●○○ DEFENSE ●●○



LEVEL UP ABILITIES

ATTACK	TYPE	#183	#184
TACKLE	NRM	-	-
DEFENSE CURL	NRM	3	3
TAIL WHIP	NRM	6	6
WATER GUN	WTR	10	10
ROLLOUT	RCK	15	15
BUBBLEBEAM	WTR	21	25
DOUBLE-EDGE	NRM	28	36
RAIN DANCE	WTR	36	48

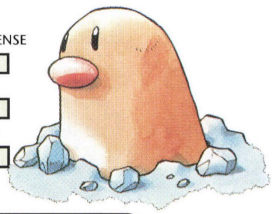
TM & HM ABILITIES

#	ATTACK	TYPE	#183	#184
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG		●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM		●
H6	WHIRLPOOL	WTR	●	●
H7	WATERFALL	WTR	●	●
EG	SUPERSONIC	NRM	●	
EG	AMNESIA	PSY	●	
EG	BELLY DRUM	NRM	●	
EG	LIGHT SCREEN	PSY	●	
EG	PRESENT	NRM	●	
EG	PERISH SONG	NRM	●	
EG	FORESIGHT	NRM	●	
EG	FUTURE SIGHT	PSY	●	
MT	ICE BEAM	ICE	●	●

#50 DIGLETT

TYPE: GROUND

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

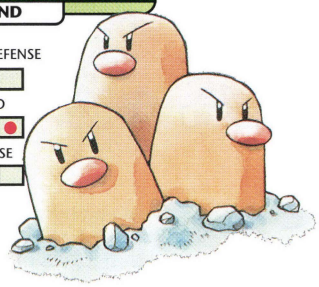


#51 DUGTRIO

DIGLETT LEVEL 26 ▶ DUGTRIO

TYPE: GROUND

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○



LEVEL UP ABILITIES

ATTACK	TYPE	#50	#51
SCRATCH	NRM	-	-
TRI ATTACK (C)	NRM		-
GROWL	NRM	5	5
MAGNITUDE	GRD	9	9
DIG	GRD	17	17
SAND-ATTACK	GRD	25	25
SLASH	NRM	33	37
EARTHQUAKE	GRD	41	49
FISSURE	GRD	49	61

TM & HM ABILITIES

#	ATTACK	TYPE	#50	#51
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H1	CUT	NRM	●	●
EG	SCREECH	NRM	●	
EG	PURSUIT	DRK	●	
EG	ANCIENTPOWER	RCK	●	
EG	FAINT ATTACK	DRK	●	
EG	BEAT UP	DRK	●	

#56 MANKEY

TYPE: **FIGHTING**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#57 PRIMEAPE

MANKEY LEVEL 28 ▶ PRIMEAPE

TYPE: **FIGHTING**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#56	#57
SCRATCH	NRM	-	-
LEER	NRM	-	-
LOW KICK	FTG	9	9
KARATE CHOP	FTG	15	15
FURY SWIPES	NRM	21	21
FOCUS ENERGY	NRM	27	27
RAGE	NRM		28
SEISMIC TOSS	FTG	33	36
CROSS CHOP	FTG	39	45
SCREECH	NRM	45	54
THRASH	NRM	51	63

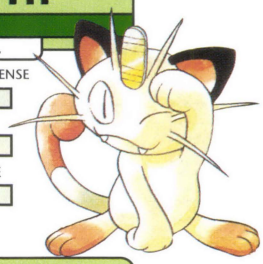
TM & HM ABILITIES

#	ATTACK	TYPE	#56	#57
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	NRM	●	●
48	FIRE PUNCH	FIR	●	●
H4	STRENGTH	NRM	●	●
EG	ROCK SLIDE	RCK	●	
EG	COUNTER	FTG	●	
EG	REVERSAL	FTG	●	
EG	BEAT UP	FTG	●	
EG	FORESIGHT	NRM	●	
EG	MEDITATE	PSY	●	
MT	THUNDERBOLT	ELC	●	●

#52 MEOWTH

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○



#53 PERSIAN

MEOWTH LEVEL 28 ▶ PERSIAN

TYPE: **NORMAL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#52	#53
SCRATCH	NRM	-	-
GROWL	NRM	-	-
BITE	DRK	11	11
PAY DAY	NRM	20	20
FAINT ATTACK	DRK	28	29
SCREECH	NRM	35	38
FURY SWIPES	NRM	41	46
SLASH	NRM	46	53

TM & HM ABILITIES

#	ATTACK	TYPE	#52	#53
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM		●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
42	DREAM EATER	PSY	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
EG	CHARM	NRM	●	
EG	SPITE	GHO	●	
EG	HYPNOSIS	PSY	●	
EG	AMNESIA	PSY	●	
MT	THUNDERBOLT	ELC	●	●

#54 PSYDUCK

TYPE: **WATER**

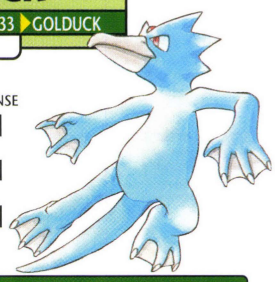
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#55 GOLDUCK

PSYDUCK LEVEL 33 ▶ GOLDUCK

TYPE: **WATER**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#54	#55
SCRATCH	NRM	-	-
TAIL WHIP	NRM	5	5
DISABLE	NRM	10	10
CONFUSION	PSY	16	16
SCREECH	NRM	23	23
PSYCH UP	NRM	31	31
FURY SWIPES	NRM	40	44
HYDRO PUMP	WTR	50	58

TM & HM ABILITIES

#	ATTACK	TYPE	#54	#55
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
49	FURY CUTTER	BUG		●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
H6	WHIRLPOOL	WTR	●	●
H7	WATERFALL	WTR	●	●
EG	CROSS CHOP (C)	FTG	●	
EG	PSYBEAM	PSY	●	
EG	PSYCHIC	PSY	●	
EG	HYPNOSIS	PSY	●	
EG	LIGHT SCREEN	PSY	●	
EG	FORESIGHT	NRM	●	
EG	FUTURE SIGHT	PSY	●	
EG	ICE BEAM	ICE	●	
MT	ICE BEAM	ICE	●	●

#66 MACHOP

TYPE: **FIGHTING**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#66	#67	#68
LOW KICK	FTG	-	-	-
LEER	NRM	-	-	-
FOCUS ENERGY	NRM	7	8	8
KARATE CHOP	FTG	13	15	15
SEISMIC TOSS	FTG	19	19	19
FORESIGHT	NRM	25	25	25
VITAL THROW	FTG	31	34	34
CROSS CHOP	FTG	37	43	43
SCARY FACE	NRM	43	52	52
SUBMISSION	FTG	49	61	61

TM & HM ABILITIES

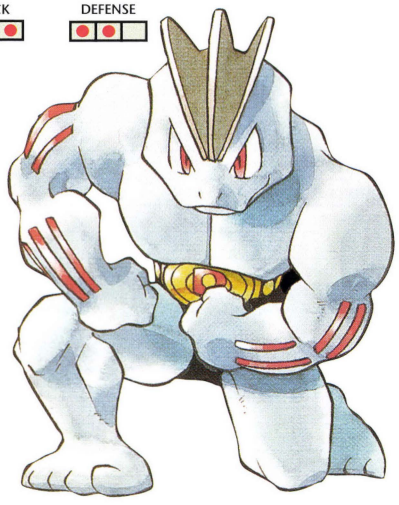
#	ATTACK	TYPE	#66	#67	#68
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
38	FIRE BLAST	FIR	●	●	●
41	THUNDERPUNCH	ELC	●	●	●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
46	THIEF	DRK	●	●	●
48	FIRE PUNCH	FIR	●	●	●
H4	STRENGTH	NRM	●	●	●
EG	ENCORE	NRM	●		
EG	LIGHT SCREEN	PSY	●		
EG	ROLLING KICK	FTG	●		
EG	MEDITATE	PSY	●		
MT	FLAMETHROWER	FIR	●	●	●

#67 MACHOKE

MACHOP LEVEL 28 ▶ MACHOKE

TYPE: **FIGHTING**

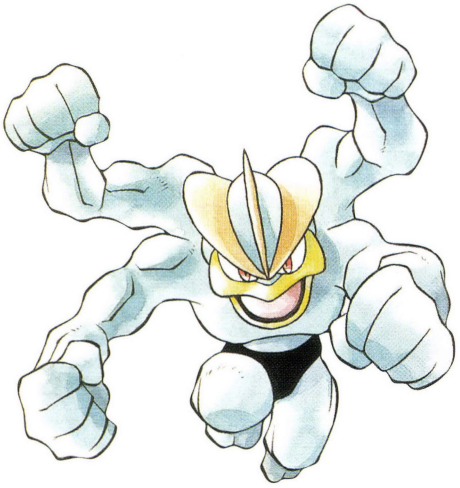
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#68 MACHAMP

MACHOKE TRADE ▶ MACHAMP

TYPE: **FIGHTING**



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#236 TYROGUE

TYPE: **FIGHTING**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#236	#106	#107	#237
TACKLE	NRM	-			
DOUBLE KICK	FTG		-		
COMET PUNCH	NRM			-	
MEDITATE	PSY		6		
ROLLING KICK	FTG		11		-
JUMP KICK	FTG		16		
FOCUS ENERGY	NRM		21		7
HI JUMP KICK	FTG		26		
MIND READER	NRM		31		
FORESIGHT	NRM		36		
ENDURE	NRM		41		
MEGA KICK	NRM		46		
REVERSAL	FTG		51		
AGILITY	PSY			7	37
PURSUIT	DRK			13	13
THUNDERPUNCH	ELC			26	
ICE PUNCH	ICE			26	
FIRE PUNCH	FIR			26	
MACH PUNCH	FTG			32	
MEGA PUNCH	NRM			38	
DETECT	FTG			44	43
COUNTER	FTG			50	31
QUICK ATTACK	NRM				19
RAPID SPIN	NRM				25
TRIPLE KICK	FTG				49

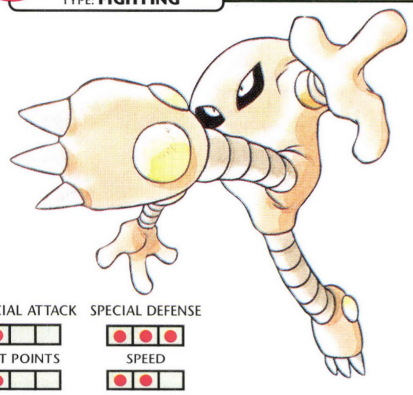
TM & HM ABILITIES

#	ATTACK	TYPE	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG		●	●	
02	HEADBUTT	NRM	●	●	●	●
03	CURSE	???	●	●	●	●
06	TOXIC	PSN	●	●	●	●
08	ROCK SMASH	FTG	●	●	●	●
10	HIDDEN POWER	NRM	●	●	●	●
11	SUNNY DAY	FIR	●	●	●	●
13	SNORE	NRM	●	●	●	●
17	PROTECT	NRM	●	●	●	●
20	ENDURE	NRM	●	●	●	●
21	FRUSTRATION	NRM	●	●	●	●
27	RETURN	NRM	●	●	●	●
28	DIG	GRD				●
31	MUD-SLAP	GRD	●	●	●	●
32	DOUBLE TEAM	NRM	●	●	●	●
33	ICE PUNCH	ICE			●	
34	SWAGGER	NRM	●	●	●	●
35	SLEEP TALK	NRM	●	●	●	●
39	SWIFT	NRM	●	●	●	●
41	THUNDERPUNCH	ELC			●	
43	DETECT	FTG	●	●	●	●
44	REST	PSY	●	●	●	●
45	ATTRACT	NRM	●	●	●	●
46	THIEF	DRK	●	●	●	●
48	FIRE PUNCH	FIR			●	
H4	STRENGTH	NRM	●	●	●	●
EG	RAPID SPIN	NRM	●			
EG	MIND READER	NRM	●			
EG	HI JUMP KICK	FTG	●			
EG	MACH PUNCH	FTG	●			

#106 HITMONLEE

TYROGUE LEVEL 20 ATTACK>DEFENSE ▶ HITMONLEE

TYPE: **FIGHTING**

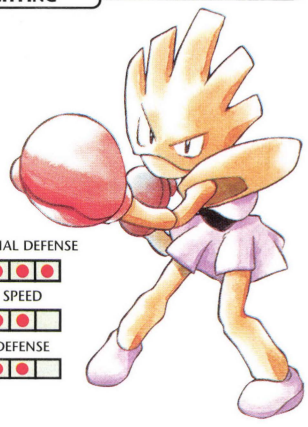


SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#107 HITMONCHAN

TYROGUE LEVEL 20 ATTACK<DEFENSE ▶ HITMONCHAN

TYPE: **FIGHTING**



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#237 HITMONTOP

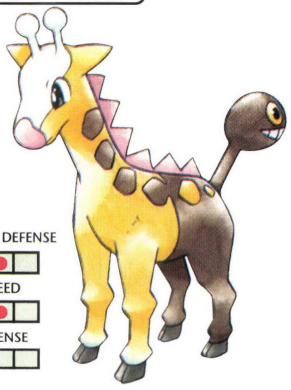
TYROGUE LEVEL 20 ATTACK=DEFENSE ▶ HITMONTOP

TYPE: **FIGHTING**

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#203 GIRAFARIG

TYPE: **NORMAL/PSYCHIC**



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

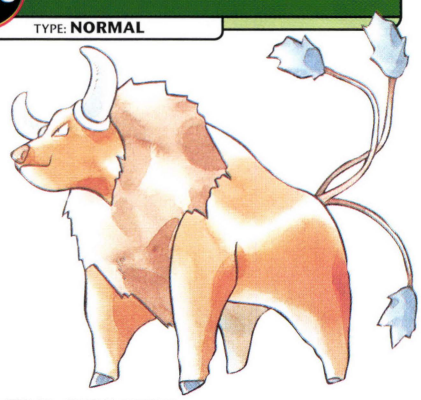
ATTACK	TYPE	#203
TACKLE	NRM	-
GROWL	NRM	-
CONFUSION	PSY	7
STOMP	NRM	13
AGILITY	PSY	20
BATON PASS	NRM	30
PSYBEAM	PSY	41
CRUNCH	DRK	54

TM & HM ABILITIES

#	ATTACK	TYPE	#203
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
50	NIGHTMARE	GHO	●
H4	STRENGTH	NRM	●
EG	TAKE DOWN	NRM	●
EG	AMNESIA	PSY	●
EG	BEAT UP	DRK	●
EG	FORESIGHT	NRM	●
EG	FUTURE SIGHT	PSY	●
MT	THUNDERBOLT	ELC	●

#128 TAUROS

TYPE: **NORMAL**



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#128
TACKLE	NRM	-
TAIL WHIP	NRM	4
RAGE	NRM	8
HORN ATTACK	NRM	13
SCARY FACE	NRM	19
PURSUIT	DRK	26
REST	PSY	34
THRASH	NRM	43
TAKE DOWN	NRM	53

TM & HM ABILITIES

#	ATTACK	TYPE	#128
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
38	FIRE BLAST	FIR	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#241 MILTANK

TYPE: **NORMAL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#241
TACKLE	NRM	-
GROWL	NRM	4
DEFENSE CURL	NRM	8
STOMP	NRM	13
MILK DRINK	NRM	19
BIDE	NRM	26
ROLLOUT	RCK	34
BODY SLAM	NRM	43
HEAL BELL	NRM	53

TM & HM ABILITIES

#	ATTACK	TYPE	#241
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
12	SWEET SCENT	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
40	DEFENSE CURL	NRM	●
41	THUNDERPUNCH	ELC	●
44	REST	PSY	●
45	ATTRACT	NRM	●
48	FIRE PUNCH	FIR	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
EG	REVERSAL	FTG	●
EG	SEISMIC TOSS	FTG	●
EG	PRESENT	NRM	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#240 MAGBY

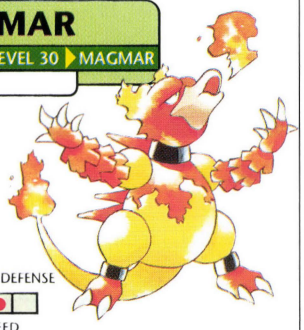
TYPE: **FIRE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#126 MAGMAR

MAGBY LEVEL 30 ▶ MAGMAR

TYPE: **FIRE**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#240	#126
EMBER	FIR	-	-
LEER	NRM	7	7
SMOG	PSN	13	13
FIRE PUNCH	FIR	19	19
SMOKESCREEN	NRM	25	25
SUNNY DAY	FIR	31	33
FLAMETHROWER	FIR	37	41
CONFUSE RAY	GHO	43	49
FIRE BLAST	FIR	49	57

TM & HM ABILITIES

#	ATTACK	TYPE	#240	#126
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
H4	STRENGTH	NRM		●
EG	SCREECH	NRM	●	
EG	KARATE CHOP	FTG	●	
EG	CROSS CHOP (C)	FTG	●	
EG	BARRIER	PSY	●	
EG	MEGA PUNCH	NRM	●	
MT	FLAMETHROWER	FIR	●	●

#238 SMOOCHUM

TYPE: **ICE/PSYCHIC**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

#124 JYNX

SMOOCHUM LEVEL 30 ▶ JYNX

TYPE: **ICE/PSYCHIC**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

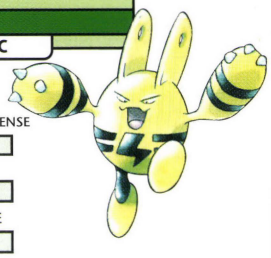
ATTACK	TYPE	#238	#124
POUND	NRM	-	-
LICK	GHO	-	-
SWEET KISS	NRM	9	
LOVELY KISS	NRM		9
POWDER SNOW	ICE	13	13
CONFUSION	PSY	21	
DOUBLESLAP	NRM		21
SING	NRM	25	
ICE PUNCH	ICE		25
MEAN LOOK	NRM	33	35
PSYCHIC	PSY	37	
BODY SLAM	NRM		41
PERISH SONG	NRM	45	51
BLIZZARD	ICE	49	57

TM & HM ABILITIES

#	ATTACK	TYPE	#238	#124
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM		●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
12	SWEET SCENT	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
42	DREAM EATER	PSY	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
EG	MEDITATE	PSY	●	
MT	ICE BEAM	ICE	●	●

#239 ELEKID

TYPE: **ELECTRIC**

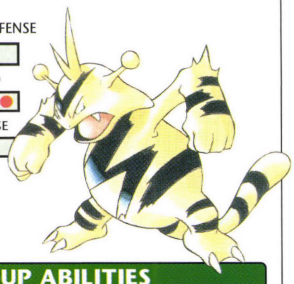


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#125 ELECTABUZZ

ELEKID LEVEL 30 ▶ ELECTABUZZ

TYPE: **ELECTRIC**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

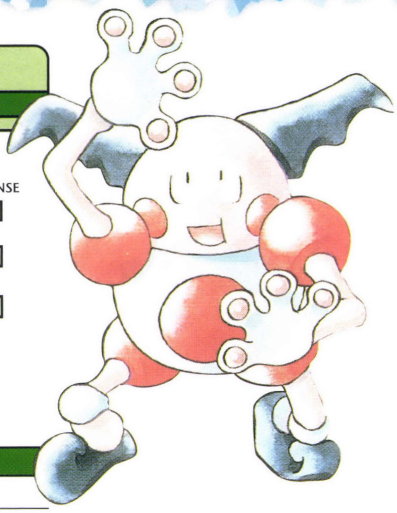
ATTACK	TYPE	#239	#125
QUICK ATTACK	NRM	-	-
LEER	NRM	-	-
THUNDERPUNCH	ELC	9	9
LIGHT SCREEN	PSY	17	17
SWIFT	NRM	25	25
SCREECH	NRM	33	36
THUNDERBOLT	ELC	41	47
THUNDER	ELC	49	58

TM & HM ABILITIES

#	ATTACK	TYPE	#239	#125
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG		●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL		●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
H4	STRENGTH	NRM		●
H5	FLASH	NRM	●	●
EG	KARATE CHOP	FTG	●	
EG	CROSS CHOP (C)	FTG	●	
EG	BARRIER	PSY	●	
EG	ROLLING KICK	FTG	●	
EG	MEDITATE	PSY	●	
MT	THUNDERBOLT	ELC	●	●

#122 MR. MIME

TYPE: **PSYCHIC**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#122
BARRIER	PSY	-
CONFUSION	PSY	6
SUBSTITUTE	NRM	11
MEDITATE	PSY	16
DOUBLESLAP	NRM	21
LIGHT SCREEN	PSY	26
REFLECT	PSY	26
ENCORE	NRM	31
PSYBEAM	PSY	36
BATON PASS	NRM	41
SAFEGUARD	NRM	46

TM & HM ABILITIES

#	ATTACK	TYPE	#122
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
41	THUNDERPUNCH	ELC	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	FIRE PUNCH	FIR	●
50	NIGHTMARE	GHO	●
H5	FLASH	NRM	●
EG	HYPNOSIS	PSY	●
EG	FUTURE SIGHT	PSY	●
EG	MIMIC	NRM	●
MT	THUNDERBOLT	ELC	●

#235 SMEARGLE

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#235
SKETCH	NRM	-
SKETCH	NRM	11
SKETCH	NRM	21
SKETCH	NRM	31
SKETCH	NRM	41
SKETCH	NRM	51
SKETCH	NRM	61
SKETCH	NRM	71
SKETCH	NRM	81
SKETCH	NRM	91

TM & HM ABILITIES

NONE

#83 FARFETCH'D

TYPE: NORMAL/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

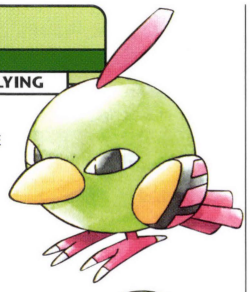
ATTACK	TYPE	#83
PECK	FLY	-
SAND-ATTACK	GRD	7
LEER	NRM	13
FURY ATTACK	NRM	19
SWORDS DANCE	NRM	25
AGILITY	PSY	31
SLASH	NRM	37
FALSE SWIPE	NRM	44

TM & HM ABILITIES

#	ATTACK	TYPE	#83
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
EG	MIRROR MOVE	FLY	●
EG	GUST	FLY	●
EG	FLAIL	NRM	●
EG	QUICK ATTACK	NRM	●
EG	FORESIGHT	NRM	●

#177 NATU

TYPE: PSYCHIC/FLYING

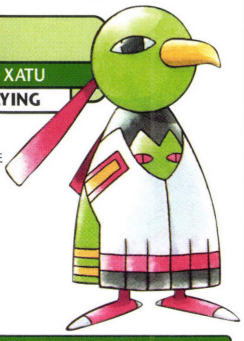


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

#178 XATU

NATU LEVEL 25 ▶ XATU

TYPE: PSYCHIC/FLYING



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

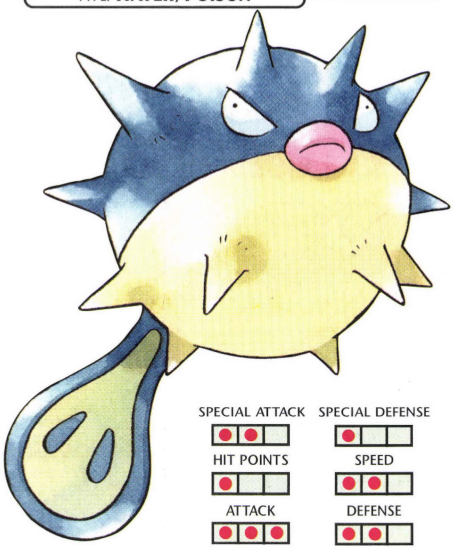
ATTACK	TYPE	#177	#178
PECK	FLY	-	-
LEER	NRM	-	-
NIGHT SHADE	GHO	10	10
TELEPORT	PSY	20	20
FUTURE SIGHT	PSY	30	35
CONFUSE RAY	GHO	40	50
PSYCHIC	PSY	50	65

TM & HM ABILITIES

#	ATTACK	TYPE	#177	#178
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
42	DREAM EATER	PSY	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
H2	FLY	FLY		●
H5	FLASH	NRM	●	●
EG	HAZE	ICE	●	
EG	FAINT ATTACK	DRK	●	
EG	QUICK ATTACK	NRM	●	
EG	DRILL PECK	FLY	●	
EG	STEEL WING	STL	●	

#211 QWILFISH

TYPE: WATER/POISON



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

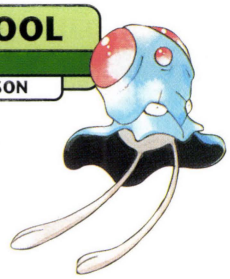
ATTACK	TYPE	#211
SPIKES: CRYSTAL (C)	GRD	-
TACKLE	NRM	-
POISON STING	PSN	-
HARDEN	NRM	10
MINIMIZE	NRM	10
WATER GUN	WTR	19
PIN MISSILE	BUG	28
TAKE DOWN	NRM	37
HYDRO PUMP	WTR	46

TM & HM ABILITIES

#	ATTACK	TYPE	#211
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
36	SLUDGE BOMB	PSN	●
39	SWIFT	NRM	●
40	DEFENSE CURL	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H6	WHIRLPOOL	WTR	●
H7	WATERFALL	WTR	●
EG	HAZE	ICE	●
EG	FLAIL	NRM	●
EG	SUPERSONIC	NRM	●
EG	BUBBLEBEAM	WTR	●
MT	ICE BEAM	ICE	●

#72 TENTACOOL

TYPE: WATER/POISON

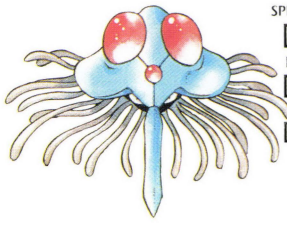


SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#73 TENTACRUEL

TENTACOOL LEVEL 30 ▶ TENTACRUEL

TYPE: WATER/POISON



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#72	#73
POISON STING	PSN	-	-
SUPERSONIC	NRM	6	6
CONSTRICT	NRM	12	12
ACID	PSN	19	19
BUBBLEBEAM	WTR	25	25
WRAP	NRM	30	30
BARRIER	PSY	36	38
SCREECH	NRM	43	47
HYDRO PUMP	WTR	49	55

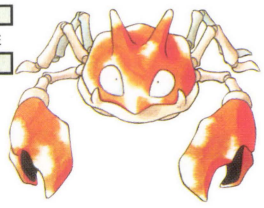
TM & HM ABILITIES

#	ATTACK	TYPE	#72	#73
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H6	WHIRLPOOL	WTR	●	●
EG	AURORA BEAM	ICE	●	
EG	HAZE	ICE	●	
EG	RAPID SPIN	NRM	●	
EG	SAFEGUARD	NRM	●	
EG	MIRROR COAT	PSY	●	
MT	ICE BEAM	ICE	●	●

#98 KRABBY

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

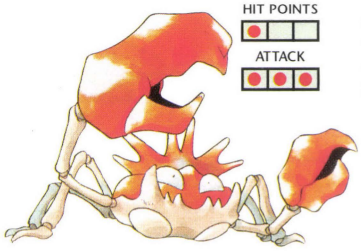


#99 KINGLER

KRABBY LEVEL 28 ▶ KINGLER

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

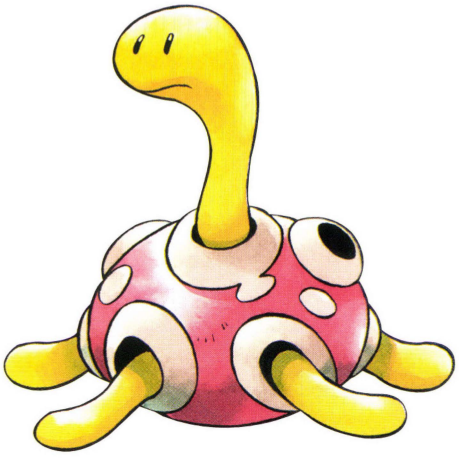
ATTACK	TYPE	#98	#99
BUBBLE	WTR	-	-
LEER	NRM	5	5
VICEGRIP	NRM	12	12
HARDEN	NRM	16	16
STOMP	NRM	23	23
GUILLOTINE	NRM	27	27
PROTECT	NRM	34	38
CRABHAMMER	WTR	41	49

TM & HM ABILITIES

#	ATTACK	TYPE	#98	#99
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H3	SURF	WTR	●	●
H4	STRENGTH	NRM	●	●
H6	WHIRLPOOL	WTR	●	●
EG	DIG	GRD	●	
EG	HAZE	ICE	●	
EG	FLAIL	NRM	●	
EG	SLAM	NRM	●	
EG	AMNESIA	PSY	●	
MT	ICE BEAM	ICE	●	●

#213 SHUCKLE

TYPE: BUG/ROCK



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

LEVEL-UP ABILITIES

ATTACK	TYPE	#213
CONSTRICT	NRM	-
WITHDRAW	WTR	-
WRAP	NRM	9
ENCORE	NRM	14
SAFEGUARD	NRM	23
BIDE	NRM	28
REST	PSY	37

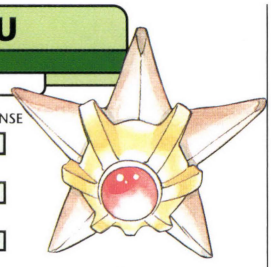
TM & HM ABILITIES

#	ATTACK	TYPE	#213
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
36	SLUDGE BOMB	PSN	●
37	SANDSTORM	RCK	●
40	DEFENSE CURL	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
EG	SWEET SCENT	NRM	●

#120 STARYU

TYPE: **WATER**

SPECIAL ATTACK ●●□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●●□
ATTACK □□□ DEFENSE ●□□

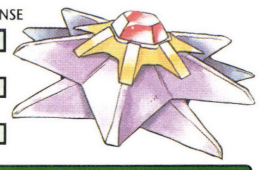


#121 STARMIE

STARYU Water Stone ▶ STARMIE

TYPE: **WATER/PSYCHIC**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●□
HIT POINTS ●●□ SPEED ●●●
ATTACK ●●□ DEFENSE ●●□



LEVEL-UP ABILITIES

ATTACK	TYPE	#120	#121
TACKLE	NRM	-	-
HARDEN	NRM	2	
WATER GUN	WTR	7	
RAPID SPIN	NRM	13	-
RECOVER	NRM	19	-
SWIFT	NRM	25	
BUBBLEBEAM	WTR	31	-
MINIMIZE	NRM	37	
CONFUSE RAY	GHO		37
LIGHT SCREEN	PSY	43	
HYDRO PUMP	WTR	50	

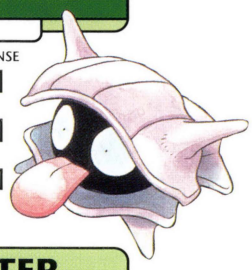
TM & HM ABILITIES

#	ATTACK	TYPE	#120	#121
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
42	DREAM EATER	PSY		●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
50	NIGHTMARE	GHO	●	●
H3	SURF	WTR	●	●
H5	FLASH	NRM	●	●
H6	WHIRLPOOL	WTR	●	●
H7	WATERFALL	WTR	●	●
MT	THUNDERBOLT	ELC	●	●
MT	ICE BEAM	ICE	●	●

#90 SHELLDER

TYPE: **WATER**

SPECIAL ATTACK ●□□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●□□
ATTACK ●●□ DEFENSE ●●□

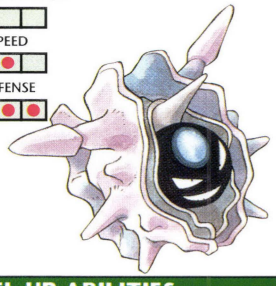


#91 CLOYSTER

SHELLDER Water Stone ▶ CLOYSTER

TYPE: **WATER/ICE**

SPECIAL ATTACK ●●□ SPECIAL DEFENSE ●□□
HIT POINTS ●□□ SPEED ●●□
ATTACK ●●● DEFENSE ●●●



LEVEL-UP ABILITIES

ATTACK	TYPE	#90	#91
TACKLE	NRM	-	
WITHDRAW	WTR	-	-
SUPERSONIC	NRM	9	-
AURORA BEAM	ICE	17	-
PROTECT	NRM	25	-
LEER	NRM	33	
SPIKES (C)	GRD		33
CLAMP	WTR	41	
SPIKE CANNON	NRM		41
ICE BEAM	ICE	49	

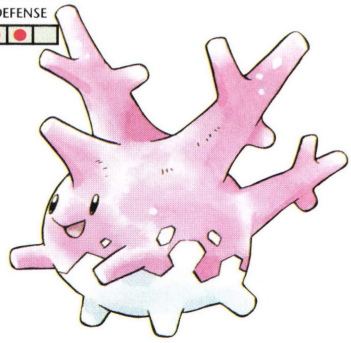
TM & HM ABILITIES

#	ATTACK	TYPE	#90	#91
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H6	WHIRLPOOL	WTR	●	●
EG	SCREECH	NRM	●	
EG	RAPID SPIN	NRM	●	
EG	TAKE DOWN	NRM	●	
EG	BUBBLEBEAM	WTR	●	
EG	BARRIER	PSY	●	
MT	ICE BEAM	ICE	●	●

#222 CORSOLA

TYPE: **WATER/ROCK**

SPECIAL ATTACK ●●□ SPECIAL DEFENSE ●●□
HIT POINTS ●□□ SPEED ●□□
ATTACK ●●□ DEFENSE ●●□



LEVEL-UP ABILITIES

ATTACK	TYPE	#222
TACKLE	NRM	-
HARDEN	NRM	7
BUBBLE	WTR	13
RECOVER	NRM	19
BUBBLEBEAM	WTR	25
SPIKE CANNON	NRM	31
MIRROR COAT	PSY	37
ANCIENTPOWER	RCK	43

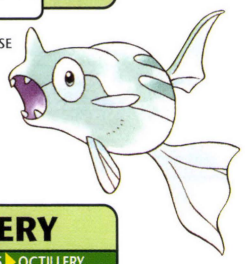
TM & HM ABILITIES

#	ATTACK	TYPE	#222
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
40	DEFENSE CURL	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	WHIRLPOOL	WTR	●
EG	SCREECH	NRM	
EG	ROCK SLIDE	RCK	
EG	MIST	ICE	
EG	SAFEGUARD	NRM	
EG	AMNESIA	PSY	
MT	ICE BEAM	ICE	●

#223 REMORAID

TYPE: WATER

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

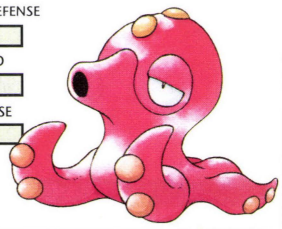


#224 OCTILLERY

REMORAID LEVEL 25 ▶ OCTILLERY

TYPE: WATER

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#223	#224
WATER GUN	WTR	-	-
LOCK-ON	NRM	11	
CONSTRICT	NRM		11
PSYBEAM	PSY	22	22
AURORA BEAM	ICE	22	22
BUBBLEBEAM	WTR	22	22
OCTAZOOKA	WTR		25
FOCUS ENERGY	NRM	33	38
ICE BEAM	ICE	44	54
HYPER BEAM	NRM	55	70

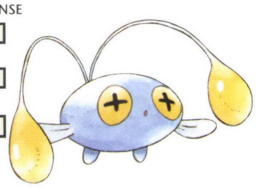
TM & HM ABILITIES

#	ATTACK	TYPE	#223	#224
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H3	SURF	WTR	●	●
H6	WHIRLPOOL	WTR	●	●
EG	SCREECH	NRM	●	
EG	AURORA BEAM	ICE	●	
EG	OCTAZOOKA	WTR	●	
EG	HAZE	ICE	●	
EG	SUPERSONIC	NRM	●	
MT	FLAMETHROWER	FIR	●	●
MT	ICE BEAM	ICE	●	●

#170 CHINCHOU

TYPE: WATER/ELECTRIC

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●○○ DEFENSE ●○○

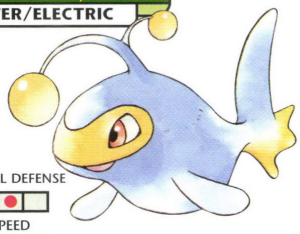


#171 LANTURN

CHINCHOU LEVEL 27 ▶ LANTURN

TYPE: WATER/ELECTRIC

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#170	#171
BUBBLE	WTR	-	-
THUNDER WAVE	ELC	-	-
SUPERSONIC	NRM	5	5
FLAIL	NRM	13	13
WATER GUN	WTR	17	17
SPARK	ELC	25	25
CONFUSE RAY	GHO	29	33
TAKE DOWN	NRM	37	45
HYDRO PUMP	WTR	41	53

TM & HM ABILITIES

#	ATTACK	TYPE	#170	#171
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H5	FLASH	NRM	●	●
H6	WHIRLPOOL	WTR	●	●
H7	WATERFALL	WTR	●	●
EG	SCREECH	NRM	●	
EG	FLAIL	NRM	●	
EG	SUPERSONIC	NRM	●	
MT	THUNDERBOLT	ELC	●	●
MT	ICE BEAM	ICE	●	●

#86 SEEL

TYPE: WATER

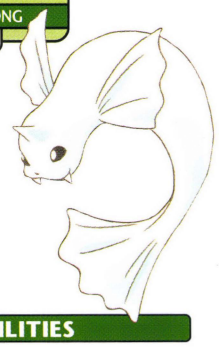
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#87 DEWGONG

SEEL LEVEL 34 ▶ DEWGONG

TYPE: WATER/ICE

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

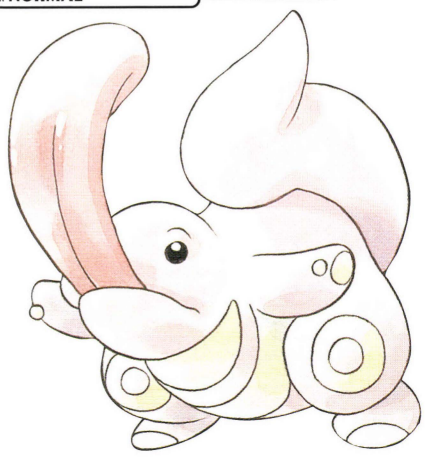
ATTACK	TYPE	#86	#87
HEADBUTT	NRM	-	-
GROWL	NRM	5	5
AURORA BEAM	ICE	16	16
REST	PSY	21	21
TAKE DOWN	NRM	32	32
ICE BEAM	ICE	37	43
SAFEGUARD	NRM	48	60

TM & HM ABILITIES

#	ATTACK	TYPE	#86	#87
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H3	SURF	WTR	●	●
H6	WHIRLPOOL	WTR	●	●
H7	WATERFALL	WTR	●	●
EG	ENCORE	NRM	●	
EG	DISABLE	NRM	●	
EG	LICK	GHO	●	
EG	SLAM	NRM	●	
EG	PECK	FLY	●	
EG	PERISH SONG	NRM	●	
MT	ICE BEAM	ICE	●	●

#108 LICKITUNG

TYPE: NORMAL



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

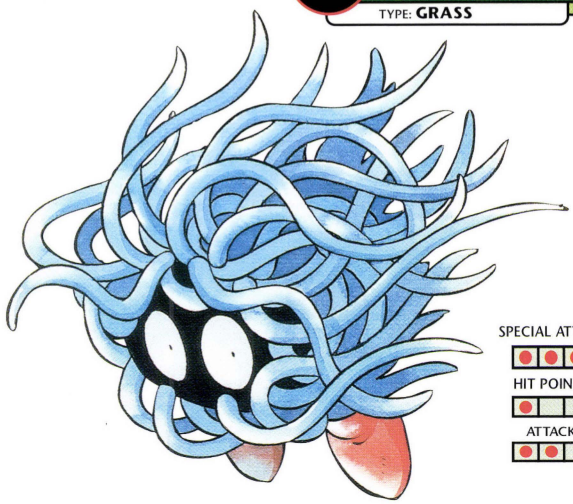
ATTACK	TYPE	#108
LICK	GHO	-
SUPERSONIC	NRM	7
DEFENSE CURL	NRM	13
STOMP	NRM	19
WRAP	NRM	25
DISABLE	NRM	31
SLAM	NRM	37
SCREECH	NRM	43

TM & HM ABILITIES

#	ATTACK	TYPE	#108
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
40	DEFENSE CURL	NRM	●
41	THUNDERPUNCH	ELC	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
48	FIRE PUNCH	FIR	●
50	NIGHTMARE	GHO	●
H1	CUT	NRM	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
EG	BODY SLAM	NRM	●
EG	BELLY DRUM	NRM	●
EG	MAGNITUDE	GRD	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#114 TANGELA

TYPE: GRASS



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#114
CONSTRICT	NRM	-
SLEEP POWDER	GRS	4
ABSORB	GRS	10
POISONPOWDER	PSN	13
VINE WHIP	GRS	19
BIND	NRM	25
MEGA DRAIN	GRS	31
STUN SPORE	GRS	34
SLAM	NRM	40
GROWTH	NRM	46

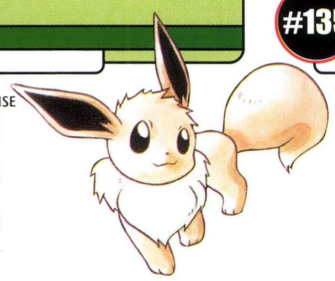
TM & HM ABILITIES

#	ATTACK	TYPE	#114
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
12	SWEET SCENT	NRM	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
19	GIGA DRAIN	GRS	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
36	SLUDGE BOMB	PSN	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H1	CUT	NRM	●
H5	FLASH	NRM	●
EG	FLAIL	NRM	●
EG	AMNESIA	PSY	●
EG	CONFUSION	PSY	●
EG	MEGA DRAIN	GRS	●
EG	REFLECT	PSY	●

#133 EEVEE

TYPE: **NORMAL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○



#134 VAPOREON

EEVEE Water Stone ▶ VAPOREON

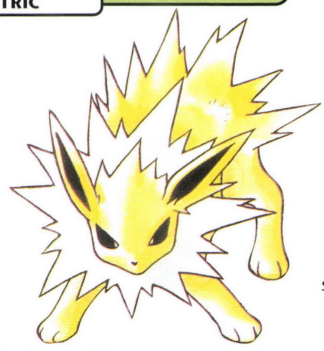
TYPE: **WATER**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●● SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#135 JOLTEON

EEVEE Thunderstone ▶ JOLTEON

TYPE: **ELECTRIC**

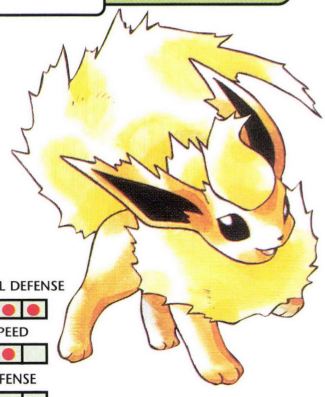


SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○

#136 FLAREON

EEVEE Fire Stone ▶ FLAREON

TYPE: **FIRE**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●○○

#196 ESPEON

EEVEE Friendship ▶ ESPEON (Morning, Day)

TYPE: **PSYCHIC**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●○ DEFENSE ●○○

#197 UMBREON

EEVEE Friendship ▶ UMBREON (Night)

TYPE: **DARK**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

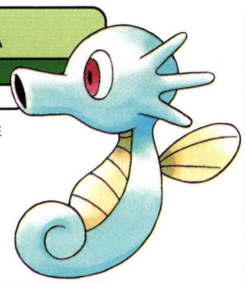
ATTACK	TYPE	#133	#134	#135	#136	#196	#197
TACKLE	NRM	-	-	-	-	-	-
TAIL WHIP	NRM	-	-	-	-	-	-
SAND-ATTACK	GRD	8	8	8	8	8	8
GROWL	NRM	16					
WATER GUN	WTR		16				
THUNDERSHOCK	ELC			16			
EMBER	FIR				16		
CONFUSION	PSY					16	
PURSUIT	DRK						16
QUICK ATTACK	NRM	23	23	23	23	23	23
BITE	DRK	30	30		30		
DOUBLE KICK	FTG			30			
SWIFT	NRM					30	
CONFUSE RAY	GHO						30
FOCUS ENERGY (G&S)	NRM	36					
BATON PASS (C)	NRM	36					
AURORA BEAM	ICE		36				
PIN MISSILE	BUG			36			
FIRE SPIN	FIR				36		
PSYBEAM	PSY					36	
FAINT ATTACK	DRK						36
TAKE DOWN	NRM	42					
HAZE	ICE		42				
THUNDER WAVE	ELC			42			
SMOG	PSN				42		
PSYCH UP	NRM					42	
MEAN LOOK	NRM						42
ACID ARMOR	PSN		47				
AGILITY	PSY			47			
LEER	NRM				47		
PSYCHIC	PSY					47	
SCREECH	NRM						47
HYDRO PUMP	WTR		52				
THUNDER	ELC			52			
FLAMETHROWER	FIR				52		
MORNING SUN	NRM					52	
MOONLIGHT	NRM						52

TM & HM ABILITIES

#	ATTACK	TYPE	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	●	●	●	●	●	●
03	CURSE	???	●	●	●	●	●	●
05	ROAR	NRM		●	●	●		
06	TOXIC	PSN	●	●	●	●	●	●
07	ZAP CANNON	ELC			●	●	●	●
09	PSYCH UP	NRM					●	●
10	HIDDEN POWER	NRM	●	●	●	●	●	●
11	SUNNY DAY	FIR	●	●	●	●	●	●
13	SNORE	NRM	●	●	●	●	●	●
14	BLIZZARD	ICE		●				
15	HYPER BEAM	NRM		●	●	●	●	●
16	ICY WIND	ICE		●				
17	PROTECT	NRM	●	●	●	●	●	●
18	RAIN DANCE	WTR	●	●	●	●	●	●
20	ENDURE	NRM	●	●	●	●	●	●
21	FRUSTRATION	NRM	●	●	●	●	●	●
23	IRON TAIL	STL	●	●	●	●	●	●
25	THUNDER	ELC			●			
27	RETURN	NRM	●	●	●	●	●	●
29	PSYCHIC	PSY					●	●
30	SHADOW BALL	GHO	●	●	●	●	●	●
31	MUD-SLAP	GRD	●	●	●	●	●	●
32	DOUBLE TEAM	NRM	●	●	●	●	●	●
34	SWAGGER	NRM	●	●	●	●	●	●
35	SLEEP TALK	NRM	●	●	●	●	●	●
38	FIRE BLAST	FIR				●		
39	SWIFT	NRM	●	●	●	●	●	●
42	DREAM EATER	PSY					●	●
43	DETECT	FTG	●	●	●	●	●	●
44	REST	PSY	●	●	●	●	●	●
45	ATTRACT	NRM	●	●	●	●	●	●
50	NIGHTMARE	GHO					●	●
H1	CUT	NRM					●	●
H3	SURF	WTR		●				
H5	FLASH	NRM			●		●	●
H6	WHIRLPOOL	WTR		●				
H7	WATERFALL	WTR		●				
EG	CHARM	NRM	●					
EG	FLAIL	NRM	●					
MT	FLAMETHROWER	FIR				●		
MT	THUNDERBOLT	ELC			●			
MT	ICE BEAM	ICE		●				

#116 HORSEA

TYPE: WATER

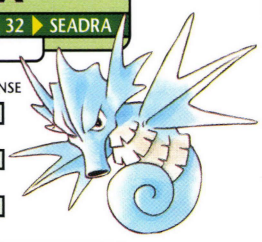


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●●○

#117 SEADRA

HORSEA LEVEL 32 ▶ SEADRA

TYPE: WATER

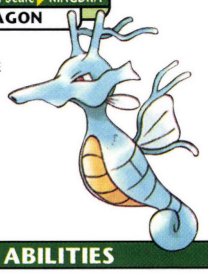


SPECIAL ATTACK ●●● SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#230 KINGDRA

SEADRA TRADE+Dragon Scale ▶ KINGDRA

TYPE: WATER/DRAGON



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

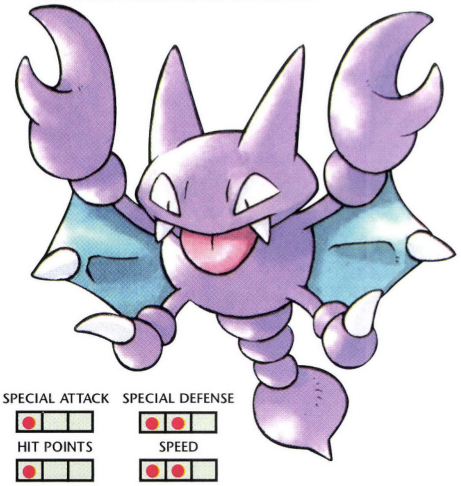
ATTACK	TYPE	#116	#117	#230
BUBBLE	WTR	-	-	-
SMOKESCREEN	NRM	8	8	8
LEER	NRM	15	15	15
WATER GUN	WTR	22	22	22
TWISTER	DRG	29	29	29
AGILITY	PSY	36	40	40
HYDRO PUMP	WTR	43	51	51

TM & HM ABILITIES

#	ATTACK	TYPE	#116	#117	#230
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM		●	●
16	ICY WIND	ICE	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
24	DRAGONBREATH	DRG	●	●	●
27	RETURN	NRM	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
39	SWIFT	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H6	WHIRLPOOL	WTR	●	●	●
H7	WATERFALL	WTR	●	●	●
EG	AURORA BEAM	ICE	●		
EG	OCTAZOOKA	WTR	●		
EG	DISABLE	NRM	●		
EG	FLAIL	NRM	●		
EG	SPLASH	NRM	●		
EG	DRAGON RAGE	DRG	●		
MT	ICE BEAM	ICE	●	●	●

#207 GLIGAR

TYPE: GROUND/FLYING



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#207
POISON STING	PSN	-
SAND-ATTACK	GRD	6
HARDEN	NRM	13
QUICK ATTACK	NRM	20
FAINT ATTACK	DRK	28
SLASH	NRM	36
SCREECH	NRM	44
GUILLOTINE	NRM	52

TM & HM ABILITIES

#	ATTACK	TYPE	#207
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
36	SLUDGE BOMB	PSN	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	FURY CUTTER	BUG	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
EG	COUNTER	FTG	●
EG	RAZOR WIND	NRM	●
EG	WING ATTACK	FLY	●
EG	METAL CLAW	STL	●

#225 DELIBIRD

TYPE: ICE/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#225
PRESENT	NRM	-

TM & HM ABILITIES

#	ATTACK	TYPE	#225
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
H2	FLY	FLY	●
EG	AURORA BEAM	ICE	●
EG	RAPID SPIN	NRM	●
EG	QUICK ATTACK	NRM	●
EG	SPLASH	NRM	●
EG	FUTURE SIGHT	PSY	●
MT	ICE BEAM	ICE	●

#220 SWINUB

TYPE: ICE/GROUND

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#221 PILOSWINE

SWINUB LEVEL 33 ▶ PILOSWINE

TYPE: ICE/GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#220	#221
TACKLE	NRM	-	
HORN ATTACK	NRM		-
POWDER SNOW	ICE	10	10
ENDURE	NRM	19	19
TAKE DOWN	NRM	28	28
FURY ATTACK	NRM		33
MIST	ICE	37	42
BLIZZARD	ICE	46	56
AMNESIA (C)	PSY	55	70

TM & HM ABILITIES

#	ATTACK	TYPE	#220	#221
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
40	DEFENSE CURL	NRM	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
EG	ROCK SLIDE	RCK	●	
EG	BITE	DRK	●	
EG	ANCIENTPOWER	RCK	●	
EG	TAKE DOWN	NRM	●	
EG	BODY SLAM	NRM	●	
MT	ICE BEAM	ICE	●	●

#216 TEDDIURSA

TYPE: NORMAL

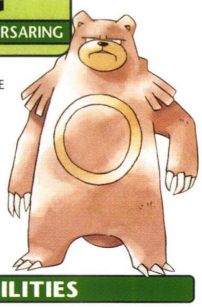
SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

#217 URSARING

TEDDIURSA LEVEL 30 ▶ URSARING

TYPE: NORMAL

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#216	#217
SCRATCH	NRM	-	-
LEER	NRM	-	-
LICK	GHO	8	8
FURY SWIPES	NRM	15	15
FAINT ATTACK	DRK	22	22
REST	PSY	29	29
SLASH	NRM	36	39
SNORE	NRM	43	49
THRASH	NRM	50	59

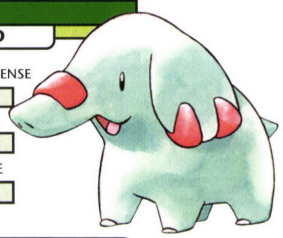
TM & HM ABILITIES

#	ATTACK	TYPE	#216	#217
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
33	ICE PUNCH	ICE	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM	●	●
41	THUNDERPUNCH	ELC	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
49	FURY CUTTER	BUG	●	●
H1	CUT	NRM	●	●
H4	STRENGTH	NRM	●	●
EG	COUNTER	FTG	●	
EG	CRUNCH	DRK	●	
EG	FOCUS ENERGY	NRM	●	
EG	SEISMIC TOSS	FTG	●	
EG	TAKE DOWN	NRM	●	
EG	METAL CLAW	STL	●	

#231 PHANPY

TYPE: GROUND

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

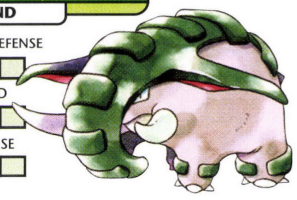


#232 DONPHAN

PHANPY LEVEL 25 ▶ DONPHAN

TYPE: GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

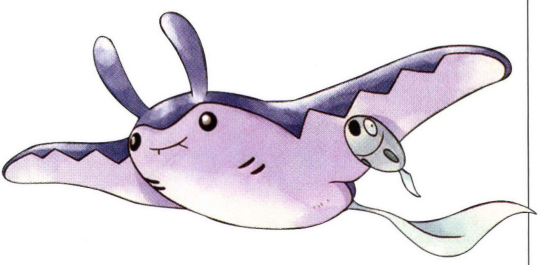
ATTACK	TYPE	#231	#232
TACKLE	NRM	-	
HORN ATTACK	NRM		-
GROWL	NRM	-	-
DEFENSE CURL	NRM	9	9
FLAIL	NRM	17	17
TAKE DOWN	NRM	25	
FURY ATTACK	NRM		25
ROLLOUT	RCK	33	33
ENDURE	NRM	41	
RAPID SPIN	NRM		41
DOUBLE-EDGE	NRM	49	
EARTHQUAKE	GRD		49

TM & HM ABILITIES

#	ATTACK	TYPE	#231	#232
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
EG	FOCUS ENERGY	NRM	●	
EG	ANCIENTPOWER	RCK	●	
EG	BODY SLAM	NRM	●	
EG	WATER GUN (C)	WTR	●	

#226 MANTINE

TYPE: WATER/FLYING



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●○○ SPEED ●●○
ATTACK ●○○ DEFENSE ●●○

LEVEL-UP ABILITIES

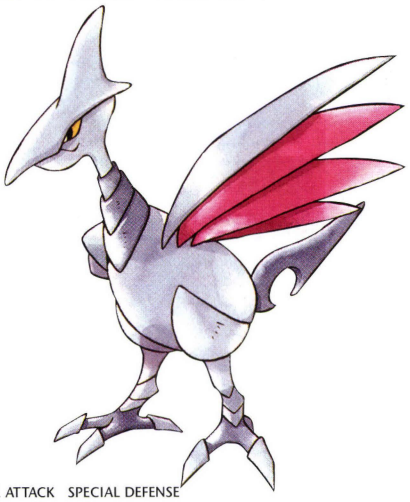
ATTACK	TYPE	#226
TACKLE	NRM	-
BUBBLE	WTR	-
SUPERSONIC	NRM	10
BUBBLEBEAM	WTR	18
TAKE DOWN	NRM	25
AGILITY	PSY	32
WING ATTACK	FLY	40
CONFUSE RAY	GHO	49

TM & HM ABILITIES

#	ATTACK	TYPE	#226
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
44	REST	PSY	●
45	ATTRACT	NRM	●
H3	SURF	WTR	●
H6	WHIRLPOOL	WTR	●
H7	WATERFALL	WTR	●
EG	HAZE	ICE	●
EG	SLAM	NRM	●
EG	TWISTER	DRG	●
EG	HYDRO PUMP	WTR	●
MT	ICE BEAM	ICE	●

#227 SKARMORY

TYPE: STEEL/FLYING



SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●●

LEVEL-UP ABILITIES

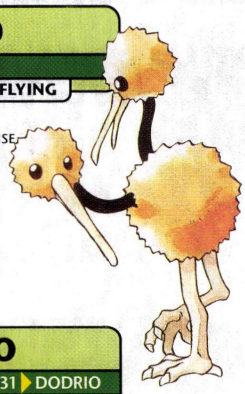
ATTACK	TYPE	#227
LEER	NRM	-
PECK	FLY	-
SAND-ATTACK	GRD	13
SWIFT	NRM	19
AGILITY	PSY	25
FURY ATTACK	NRM	37
STEEL WING	STL	49

TM & HM ABILITIES

#	ATTACK	TYPE	#227
03	CURSE	???	●
06	TOXIC	PSN	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
47	STEEL WING	STL	●
H1	CUT	NRM	●
H2	FLY	FLY	●
EG	PURSUIT	DRK	●
EG	SKY ATTACK (C)	FLY	●
EG	DRILL PECK	FLY	●
EG	WHIRLWIND	NRM	●

#84 DODUO

TYPE: NORMAL/FLYING

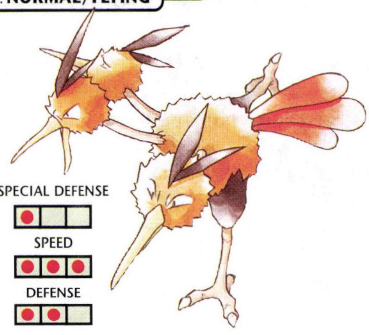


SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#85 DODRIO

DODUO LEVEL 31 ▶ DODRIO

TYPE: NORMAL/FLYING



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#84	#85
PECK	FLY	-	-
GROWL	NRM	-	-
PURSUIT	DRK	9	9
FURY ATTACK	NRM	13	13
TRI ATTACK	NRM	21	21
RAGE	NRM	25	25
DRILL PECK	FLY	33	38
AGILITY	PSY	37	47

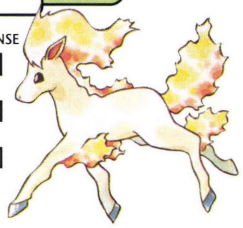
TM & HM ABILITIES

#	ATTACK	TYPE	#84	#85
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
47	STEEL WING	STL	●	●
H2	FLY	FLY	●	●
EG	HAZE	ICE	●	
EG	FLAIL	NRM	●	
EG	FAINT ATTACK	DRK	●	
EG	SUPERSONIC	NRM	●	
EG	QUICK ATTACK	NRM	●	

#77 PONYTA

TYPE: **FIRE**

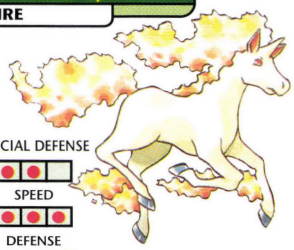
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



#78 RAPIDASH

PONYTA LEVEL 40 ▶ RAPIDASH

TYPE: **FIRE**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#77	#78
TACKLE	NRM	-	-
GROWL	NRM	4	4
TAIL WHIP	NRM	8	8
EMBER	FIR	13	13
STOMP	NRM	19	19
FIRE SPIN	FIR	26	26
TAKE DOWN	NRM	34	34
FURY ATTACK	NRM		40
AGILITY	PSY	43	47
FIRE BLAST	FIR	53	61

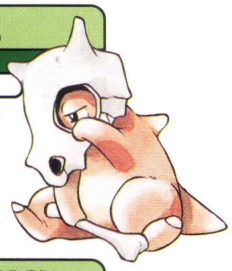
TM & HM ABILITIES

#	ATTACK	TYPE	#77	#78
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
39	SWIFT	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
EG	THRASH	NRM	●	
EG	CHARM	NRM	●	
EG	FLAME WHEEL	FIR	●	
EG	HYPNOSIS	PSY	●	
EG	QUICK ATTACK	NRM	●	
EG	DOUBLE KICK	FTG	●	
MT	FLAMETHROWER	FIR	●	●

#104 CUBONE

TYPE: **GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○

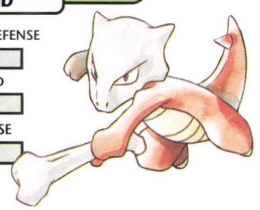


#105 MAROWAK

CUBONE LEVEL 28 ▶ MAROWAK

TYPE: **GROUND**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#104	#105
GROWL	NRM	-	-
TAIL WHIP	NRM	5	5
BONE CLUB	GRD	9	9
HEADBUTT	NRM	13	13
LEER	NRM	17	17
FOCUS ENERGY	NRM	21	21
BONEMERANG	GRD	25	25
RAGE	NRM	29	32
FALSE SWIPE	NRM	33	39
THRASH	NRM	37	46
BONE RUSH	GRD	41	53

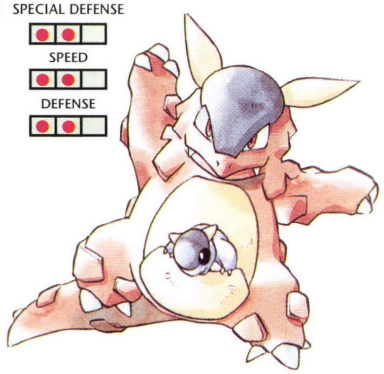
TM & HM ABILITIES

#	ATTACK	TYPE	#104	#105
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
38	FIRE BLAST	FIR	●	●
41	THUNDERPUNCH	ELC	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
48	FIRE PUNCH	FIR	●	●
H4	STRENGTH	NRM	●	●
EG	SCREECH	NRM	●	
EG	ROCK SLIDE	RCK	●	
EG	ANCIENT POWER	RCK	●	
EG	SWORDS DANCE (C)	NRM	●	
EG	BELLY DRUM	NRM	●	
EG	PERISH SONG	NRM	●	
EG	SKULL BASH	NRM	●	
MT	FLAMETHROWER	FIR	●	●
MT	ICE BEAM	ICE	●	●

#115 KANGASKHAN

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#115
COMET PUNCH	NRM	-
LEER	NRM	7
BITE	DRK	13
TAIL WHIP	NRM	19
MEGA PUNCH	NRM	25
RAGE	NRM	31
ENDURE	NRM	37
DIZZY PUNCH	NRM	43
REVERSAL	FTG	49

TM & HM ABILITIES

#	ATTACK	TYPE	#115
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
41	THUNDERPUNCH	ELC	●
44	REST	PSY	●
45	ATTRACT	NRM	●
48	FIRE PUNCH	FIR	●
49	FURY CUTTER	BUG	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
EG	DISABLE	NRM	●
EG	FOCUS ENERGY	NRM	●
EG	SAFEGUARD	NRM	●
EG	STOMP	NRM	●
EG	FORESIGHT	NRM	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#111 RHYHORN

TYPE: GROUND/ROCK

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

#112 RHYDON

RHYHORN LEVEL 42 ▶ RHYDON

TYPE: GROUND/ROCK

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●○○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●● DEFENSE ●●○

LEVEL-UP ABILITIES

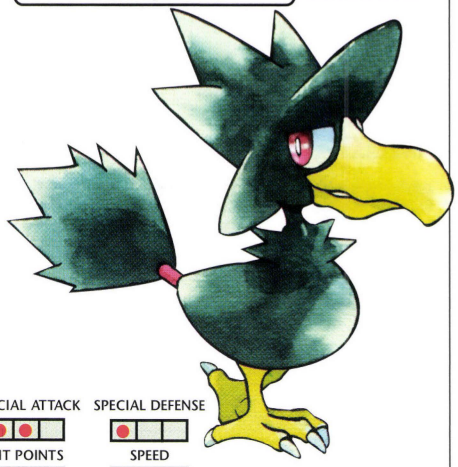
ATTACK	TYPE	#111	#112
HORN ATTACK	NRM	-	-
TAIL WHIP	NRM	-	-
STOMP	NRM	13	13
FURY ATTACK	NRM	19	19
SCARY FACE	NRM	31	31
HORN DRILL	NRM	37	37
TAKE DOWN	NRM	49	54
EARTHQUAKE	GRD	55	65

TM & HM ABILITIES

#	ATTACK	TYPE	#111	#112
01	DYNAMICPUNCH	FTG		●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
25	THUNDER	ELC	●	●
26	EARTHQUAKE	GRD	●	●
27	RETURN	NRM	●	●
28	DIG	GRD	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
38	FIRE BLAST	FIR	●	●
41	THUNDERPUNCH	ELC		●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
48	FIRE PUNCH	FIR		●
49	FURY CUTTER	BUG		●
H3	SURF	WTR		●
H4	STRENGTH	NRM	●	●
EG	THRASH	NRM	●	
EG	ROCK SLIDE	RCK	●	
EG	PURSUIT	DRK	●	
EG	COUNTER	FTG	●	
EG	CRUNCH	DRK	●	
EG	REVERSAL	FTG	●	
EG	MAGNITUDE	GRD	●	
MT	FLAMETHROWER	FIR	●	●
MT	THUNDERBOLT	ELC	●	●
MT	ICE BEAM	ICE	●	●

#198 MURKROW

TYPE: DARK/FLYING



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#198
PECK	FLY	-
PURSUIT	DRK	11
HAZE	ICE	16
NIGHT SHADE	GHO	26
FAINT ATTACK	DRK	31
MEAN LOOK	NRM	41

TM & HM ABILITIES

#	ATTACK	TYPE	#198
03	CURSE	???	●
06	TOXIC	PSN	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
47	STEEL WING	STL	●
50	NIGHTMARE	GHO	●
H2	FLY	FLY	●
EG	MIRROR MOVE	FLY	●
EG	SKY ATTACK (C)	FLY	●
EG	WING ATTACK	FLY	●
EG	QUICK ATTACK	NRM	●
EG	DRILL PECK	FLY	●
EG	WHIRLWIND	NRM	●

#228 HOUNDOUR

TYPE: DARK/FIRE

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#229 HOUNDOOM

HOUNDOUR LEVEL 24 ▶ HOUNDOOM

TYPE: DARK/FIRE

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

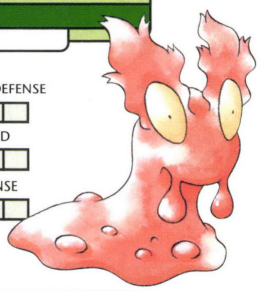
ATTACK	TYPE	#228	#229
LEER	NRM	-	-
EMBER	FIR	-	-
ROAR	NRM	7	7
SMOG	PSN	13	13
BITE	DRK	20	20
FAINT ATTACK	DRK	27	30
FLAMETHROWER	FIR	35	41
CRUNCH	DRK	43	52

TM & HM ABILITIES

#	ATTACK	TYPE	#228	#229
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
05	ROAR	NRM	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
23	IRON TAIL	STL	●	●
27	RETURN	NRM	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
36	SLUDGE BOMB	PSN	●	●
38	FIRE BLAST	FIR	●	●
39	SWIFT	NRM	●	●
42	DREAM EATER	PSY	●	●
43	DETECT	FTG	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
H4	STRENGTH	NRM		●
EG	RAGE	NRM	●	
EG	SPITE	GHO	●	
EG	PURSUIT	DRK	●	
EG	COUNTER	FTG	●	
EG	REVERSAL	FTG	●	
EG	BEAT UP	DRK	●	
EG	FIRE SPIN	FIR	●	
MT	FLAMETHROWER	FIR	●	●

#218 SLUGMA

TYPE: **FIRE**

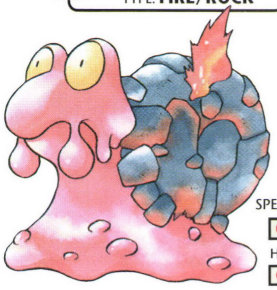


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

#219 MAGCARGO

SLUGMA LEVEL 38 ▶ MAGCARGO

TYPE: **FIRE/ROCK**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○

LEVEL-UP ABILITIES

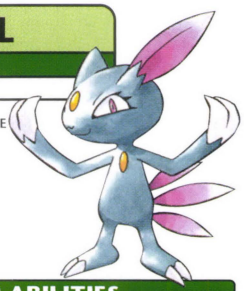
ATTACK	TYPE	#218	#219
SMOG	PSN	-	-
EMBER	FIR	8	8
ROCK THROW	RCK	15	15
HARDEN	NRM	22	22
AMNESIA	PSY	29	29
FLAMETHROWER	FIR	36	36
ROCK SLIDE	RCK	43	48
BODY SLAM	NRM	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	#218	#219
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
15	HYPER BEAM	NRM		●
17	PROTECT	NRM	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
26	EARTHQUAKE	GRD		●
27	RETURN	NRM	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
38	FIRE BLAST	FIR	●	●
40	DEFENSE CURL	NRM	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM		●
EG	ACID ARMOR	PSN	●	
MT	FLAMETHROWER	FIR	●	●

#215 SNEASEL

TYPE: **DARK/ICE**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●●
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#215
SCRATCH	NRM	-
LEER	NRM	-
QUICK ATTACK	NRM	9
SCREECH	NRM	17
FAINT ATTACK	DRK	25
FURY SWIPES	NRM	33
AGILITY	PSY	41
SLASH	NRM	49
BEAT UP	DRK	57
METAL CLAW (C)	STL	65

TM & HM ABILITIES

#	ATTACK	TYPE	#215
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
28	DIG	GRD	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
40	DEFENSE CURL	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
49	FURY CUTTER	BUG	●
50	NIGHTMARE	GHO	●
H1	CUT	NRM	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
EG	SPITE	GHO	●
EG	COUNTER	FTG	●
EG	BITE	DRK	●
EG	FORESIGHT	NRM	●
EG	REFLECT	PSY	●
MT	ICE BEAM	ICE	●

#200 MISDREAVUS

TYPE: **GHOST**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#200
GROWL	NRM	-
PSYWAVE	PSY	-
SPITE	GHO	6
CONFUSE RAY	GHO	12
MEAN LOOK	NRM	19
PSYBEAM	PSY	27
PAIN SPLIT	NRM	36
PERISH SONG	NRM	46

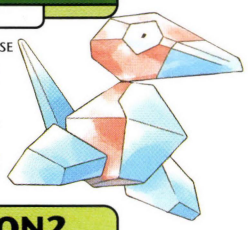
TM & HM ABILITIES

#	ATTACK	TYPE	#200
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
39	SWIFT	NRM	●
40	DEFENSE CURL	NRM	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
46	THIEF	DRK	●
50	NIGHTMARE	GHO	●
H5	FLASH	NRM	●
EG	SCREECH	NRM	●
EG	DESTINY BOND	GHO	●
MT	THUNDERBOLT	ELC	●

#137 PORYGON

TYPE: **NORMAL**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○



#233 PORYGON2

PORYGON Up-Grade + TRADE ▶ PORYGON2

TYPE: **NORMAL**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#137	#233
CONVERSION2	NRM	-	-
TACKLE	NRM	-	-
CONVERSION	NRM	-	-
AGILITY	PSY	9	9
PSYBEAM	PSY	12	12
RECOVER	NRM	20	20
SHARPEN	NRM	24	
DEFENSE CURL	NRM		24
LOCK-ON	NRM	32	32
TRI ATTACK	NRM	36	36
ZAP CANNON	ELC	44	44

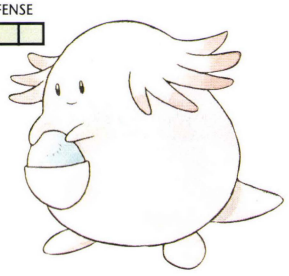
TM & HM ABILITIES

#	ATTACK	TYPE	#137	#233
03	CURSE	???	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
09	PSYCH UP	NRM	●	●
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	●	●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
23	IRON TAIL	STL	●	●
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
39	SWIFT	NRM	●	●
40	DEFENSE CURL	NRM		●
42	DREAM EATER	PSY	●	●
44	REST	PSY	●	●
46	THIEF	DRK	●	●
50	NIGHTMARE	GHO	●	●
H5	FLASH	NRM	●	●
MT	THUNDERBOLT	ELC	●	●
MT	ICE BEAM	ICE	●	●

#113 CHANSEY

TYPE: **NORMAL**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●●● SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#113	#242
POUND	NRM	-	-
GROWL	NRM	5	4
TAIL WHIP	NRM	9	7
SOFTBOILED	NRM	13	10
DOUBLESLAP	NRM	17	13
MINIMIZE	NRM	23	18
SING	NRM	29	23
EGG BOMB	NRM	35	28
DEFENSE CURL	NRM	41	33
LIGHT SCREEN	PSY	49	40
DOUBLE-EDGE	NRM	57	47

TM & HM ABILITIES

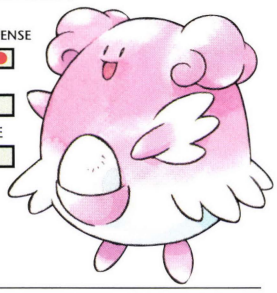
#	ATTACK	TYPE	#113	#242
01	DYNAMICPUNCH	FTG	●	●
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
07	ZAP CANNON	ELC	●	●
08	ROCK SMASH	FTG	●	●
09	PSYCH UP	NRM	●	
10	HIDDEN POWER	NRM	●	●
11	SUNNY DAY	FIR	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM	●	●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
22	SOLARBEAM	GRS	●	●
23	IRON TAIL	STL	●	
25	THUNDER	ELC	●	●
27	RETURN	NRM	●	●
29	PSYCHIC	PSY	●	●
30	SHADOW BALL	GHO	●	●
31	MUD-SLAP	GRD	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
38	FIRE BLAST	FIR	●	●
40	DEFENSE CURL	NRM	●	●
42	DREAM EATER	PSY	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
H4	STRENGTH	NRM	●	●
H5	FLASH	NRM	●	●
EG	HEAL BELL	NRM	●	
EG	PRESENT	NRM	●	
EG	METRONOME	NRM	●	
MT	FLAMETHROWER	FIR	●	●
MT	THUNDERBOLT	ELC	●	●
MT	ICE BEAM	ICE	●	●

#242 BLISSEY

CHANSEY Friendship ▶ BLISSEY

TYPE: **NORMAL**

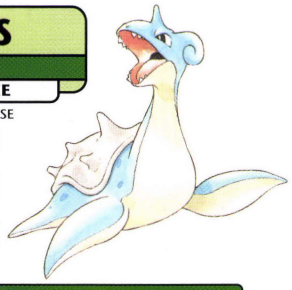
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●● SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



#131 LAPRAS

TYPE: **WATER/ICE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●● SPEED ●●○
ATTACK ●●○ DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#131
WATER GUN	WTR	-
GROWL	NRM	-
SING	NRM	-
MIST	ICE	8
BODY SLAM	NRM	15
CONFUSE RAY	GHO	22
PERISH SONG	NRM	29
ICE BEAM	ICE	36
RAIN DANCE	WTR	43
SAFEGUARD	NRM	50
HYDRO PUMP	WTR	57

TM & HM ABILITIES

#	ATTACK	TYPE	#131
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	DRAGONBREATH	DRG	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
42	DREAM EATER	PSY	●
44	REST	PSY	●
45	ATTRACT	NRM	●
50	NIGHTMARE	GHO	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	WHIRLPOOL	WTR	●
EG	AURORA BEAM	ICE	●
EG	FORESIGHT	NRM	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#138 OMANYTE

TYPE: ROCK/WATER

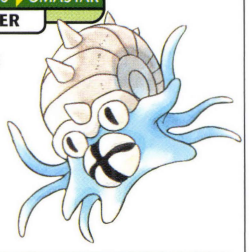
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●●○

#139 OMASTAR

OMANYTE LEVEL 40 ▶ OMASTAR

TYPE: ROCK/WATER

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●● SPEED ●○○
ATTACK ●●○ DEFENSE ●●●



LEVEL-UP ABILITIES

ATTACK	TYPE	#138	#139
CONSTRICT	NRM	-	-
WITHDRAW	WTR	-	-
BITE	DRK	13	13
WATER GUN	WTR	19	19
LEER	NRM	31	31
PROTECT	NRM	37	37
SPIKE CANNON	NRM		40
ANCIENTPOWER	RCK	49	54
HYDRO PUMP	WTR	55	65

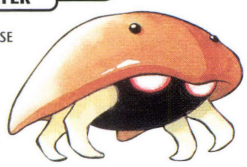
TM & HM ABILITIES

#	ATTACK	TYPE	#138	#139
02	HEADBUTT	NRM	●	●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
H3	SURF	WTR	●	●
H6	WHIRLPOOL	WTR	●	●
EG	AURORA BEAM	ICE	●	
EG	HAZE	ICE	●	
EG	SLAM	NRM	●	
EG	SUPERSONIC	NRM	●	
EG	BUBBLEBEAM	WTR	●	
MT	ICE BEAM	ICE	●	●

#140 KABUTO

TYPE: ROCK/WATER

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

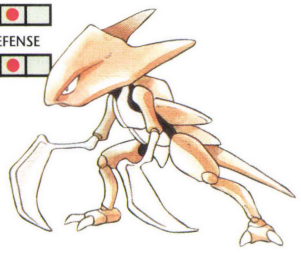


#141 KABUTOPS

KABUTO LEVEL 40 ▶ KABUTOPS

TYPE: ROCK/WATER

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

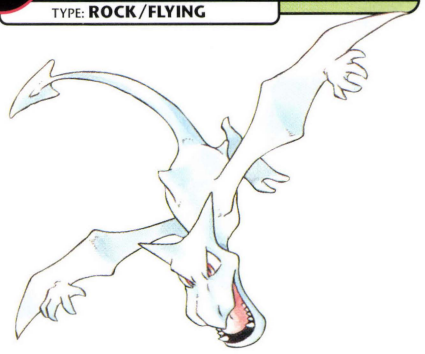
ATTACK	TYPE	#140	#141
SCRATCH	NRM	-	-
HARDEN	NRM	-	-
ABSORB	GRS	10	10
LEER	NRM	19	19
SAND-ATTACK	GRD	28	28
ENDURE	NRM	37	37
SLASH	NRM		40
MEGA DRAIN	GRS	46	51
ANCIENTPOWER	RCK	55	65

TM & HM ABILITIES

#	ATTACK	TYPE	#140	#141
02	HEADBUTT	NRM		●
03	CURSE	???	●	●
04	ROLLOUT	RCK	●	●
06	TOXIC	PSN	●	●
08	ROCK SMASH	FTG	●	●
10	HIDDEN POWER	NRM	●	●
13	SNORE	NRM	●	●
14	BLIZZARD	ICE	●	●
15	HYPER BEAM	NRM		●
16	ICY WIND	ICE	●	●
17	PROTECT	NRM	●	●
18	RAIN DANCE	WTR	●	●
19	GIGA DRAIN	GRS	●	●
20	ENDURE	NRM	●	●
21	FRUSTRATION	NRM	●	●
27	RETURN	NRM	●	●
32	DOUBLE TEAM	NRM	●	●
34	SWAGGER	NRM	●	●
35	SLEEP TALK	NRM	●	●
37	SANDSTORM	RCK	●	●
44	REST	PSY	●	●
45	ATTRACT	NRM	●	●
46	THIEF	DRK	●	●
49	FURY CUTTER	BUG		●
H1	CUT	NRM		●
H3	SURF	WTR		●
H6	WHIRLPOOL	WTR		●
EG	DIG	GRD	●	
EG	AURORA BEAM	ICE	●	
EG	RAPID SPIN	NRM	●	
EG	FLAIL	NRM	●	
EG	BUBBLEBEAM	WTR	●	
MT	ICE BEAM	ICE	●	●

#142 AERODACTYL

TYPE: ROCK/FLYING



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●● DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#142
WING ATTACK	FLY	-
AGILITY	PSY	8
BITE	DRK	15
SUPERSONIC	NRM	22
ANCIENTPOWER	RCK	29
SCARY FACE	NRM	36
TAKE DOWN	NRM	43
HYPER BEAM	NRM	50

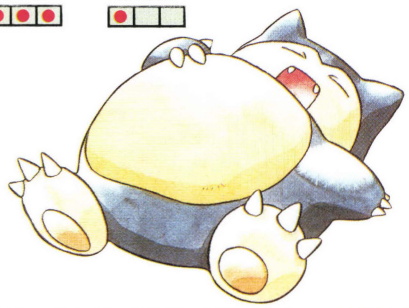
TM & HM ABILITIES

#	ATTACK	TYPE	#142
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	DRAGONBREATH	DRG	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
45	ATTRACT	NRM	●
47	STEEL WING	STL	●
H2	FLY	FLY	●
EG	PURSUIT	DRK	●
EG	WHIRLWIND	NRM	●
EG	FORESIGHT	NRM	●
MT	FLAMETHROWER	FIR	●

#143 SNORLAX

TYPE: NORMAL

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●● SPEED ●○○
ATTACK ●●● DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#143
TACKLE	NRM	-
AMNESIA	PSY	8
DEFENSE CURL	NRM	15
BELLY DRUM	NRM	22
HEADBUTT	NRM	29
SNORE	NRM	36
REST	PSY	36
BODY SLAM	NRM	43
ROLLOUT	RCK	50
HYPER BEAM	NRM	57

TM & HM ABILITIES

#	ATTACK	TYPE	#143
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
04	ROLLOUT	RCK	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
40	DEFENSE CURL	NRM	●
41	THUNDERPUNCH	ELC	●
44	REST	PSY	●
45	ATTRACT	NRM	●
48	FIRE PUNCH	FIR	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
EG	LICK	GHO	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#1 BULBASAUR

TYPE: GRASS/POISON

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#1	#2	#3
TACKLE	NRM	-	-	-
GROWL	NRM	4	4	4
LEECH SEED	GRS	7	7	7
VINE WHIP	GRS	10	10	10
POISONPOWDER	PSN	15	15	15
SLEEP POWDER	GRS	15	15	15
RAZOR LEAF	GRS	20	22	22
SWEET SCENT	NRM	25	29	29
GROWTH	NRM	32	38	41
SYNTHESIS	GRS	39	47	53
SOLARBEAM	GRS	46	56	65

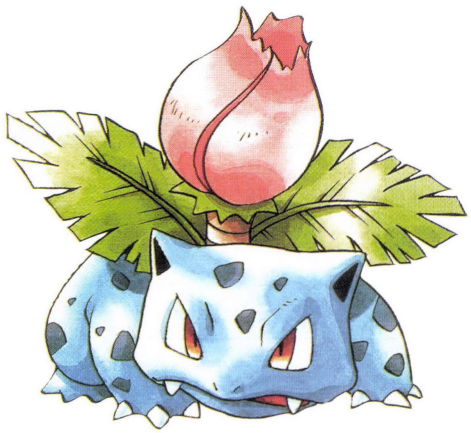
TM & HM ABILITIES

#	ATTACK	TYPE	#1	#2	#3
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
12	SWEET SCENT	NRM	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
19	GIGA DRAIN	GRS	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
22	SOLARBEAM	GRS	●	●	●
27	RETURN	NRM	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
49	FURY CUTTER	BUG	●	●	●
H1	CUT	NRM	●	●	●
H5	FLASH	NRM	●	●	●
EG	RAZOR WIND	NRM	●		
EG	SAFEGUARD	NRM	●		
EG	PETAL DANCE	GRS	●		
EG	LIGHT SCREEN	PSY	●		
EG	SKULL BASH	NRM	●		

#2 IVYSAUR

BULBASAUR LEVEL 16 ▶ IVYSAUR

TYPE: GRASS/POISON

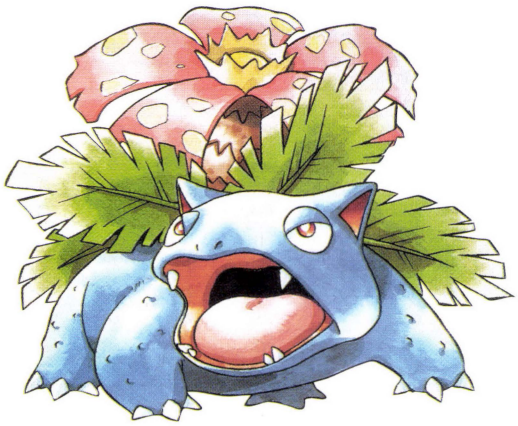


SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#3 VENUSAUR

IVYSAUR LEVEL 32 ▶ VENUSAUR

TYPE: GRASS/POISON

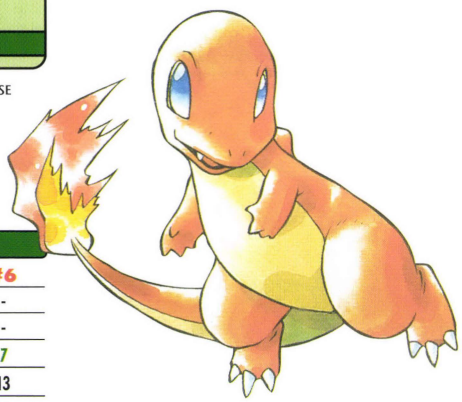


SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#4 CHARMANDER

TYPE: **FIRE**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#4	#5	#6
SCRATCH	NRM	-	-	-
GROWL	NRM	-	-	-
EMBER	FIR	7	7	7
SMOKESCREEN	NRM	13	13	13
RAGE	NRM	19	20	20
SCARY FACE	NRM	25	27	27
FLAMETHROWER	FIR	31	34	34
WING ATTACK	FLY			36
SLASH	NRM	37	41	44
DRAGON RAGE	DRG	43	48	54
FIRE SPIN	FIR	49	55	64

TM & HM ABILITIES

#	ATTACK	TYPE	#4	#5	#6
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM			●
17	PROTECT	NRM	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
24	DRAGONBREATH	DRG	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK			●
38	FIRE BLAST	FIR	●	●	●
39	SWIFT	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
47	STEEL WING	STL			●
48	FIRE PUNCH	FIR	●	●	●
49	FURY CUTTER	BUG	●	●	●
H1	CUT	NRM	●	●	●
H2	FLY	FLY			●
H4	STRENGTH	NRM	●	●	●
EG	ROCK SLIDE	RCK	●		
EG	BITE	DRK	●		
EG	OUTRAGE	DRG	●		
EG	ANCIENTPOWER	RCK	●		
EG	BELLY DRUM	NRM	●		
EG	BEAT UP	DRK	●		
MT	FLAMETHROWER	FIR	●	●	●

#5 CHARMELEON

CHARMANDER LEVEL 16 ▶ CHARMELEON

TYPE: **FIRE**

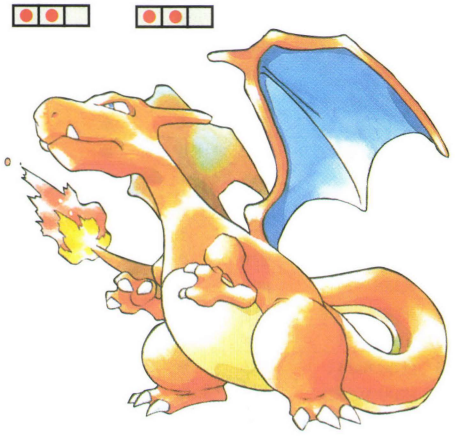
SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

#6 CHARIZARD

CHARMELEON LEVEL 36 ▶ CHARIZARD

TYPE: **FIRE/FLYING**

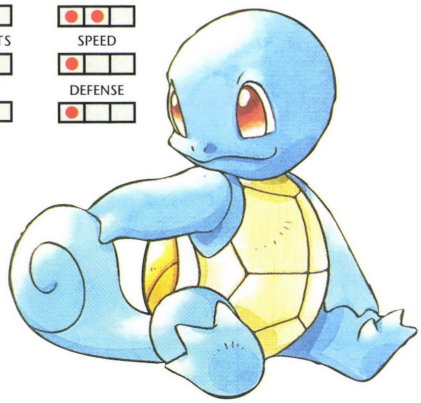
SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○



#7 SQUIRTLE

TYPE: **WATER**

SPECIAL ATTACK ●○○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●○○ DEFENSE ●○○



LEVEL-UP ABILITIES

ATTACK	TYPE	#7	#8	#9
TACKLE	NRM	-	-	-
TAIL WHIP	NRM	4	4	4
BUBBLE	WTR	7	7	7
WITHDRAW	WTR	10	10	10
WATER GUN	WTR	13	13	13
BITE	DRK	18	19	19
RAPID SPIN	NRM	23	25	25
PROTECT	NRM	28	31	31
RAIN DANCE	WTR	33	37	42
SKULL BASH	NRM	40	45	55
HYDRO PUMP	WTR	47	53	68

TM & HM ABILITIES

#	ATTACK	TYPE	#7	#8	#9
01	DYNAMICPUNCH	FTG	●	●	●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
04	ROLLOUT	RCK	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG	●	●	●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
26	EARTHQUAKE	GRD			●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
40	DEFENSE CURL	NRM	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM	●	●	●
H6	WHIRLPOOL	WTR	●	●	●
H7	WATERFALL	WTR	●	●	●
EG	HAZE	ICE	●		
EG	FLAIL	NRM	●		
EG	MIST	ICE	●		
EG	CONFUSION	PSY	●		
EG	FORESIGHT	NRM	●		
EG	MIRROR COAT	PSY	●		
MT	ICE BEAM	ICE	●	●	●

#8 WARTORTLE

SQUIRTLE LEVEL 16 ▶ WARTORTLE

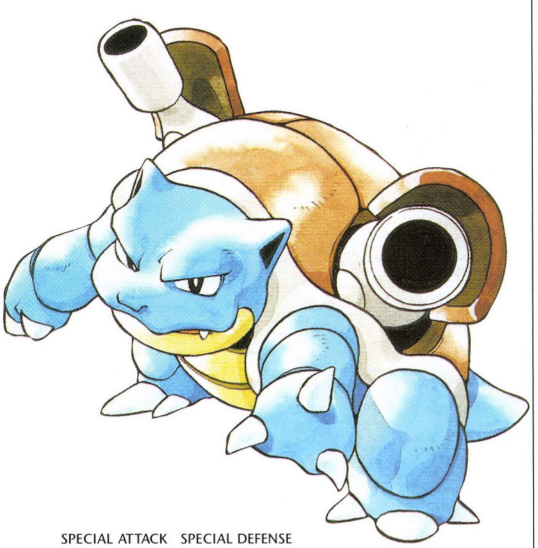
TYPE: **WATER**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#9 BLASTOISE

WARTORTLE LEVEL 36 ▶ BLASTOISE

TYPE: **WATER**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

#144 ARTICUNO

TYPE: **ICE/FLYING**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

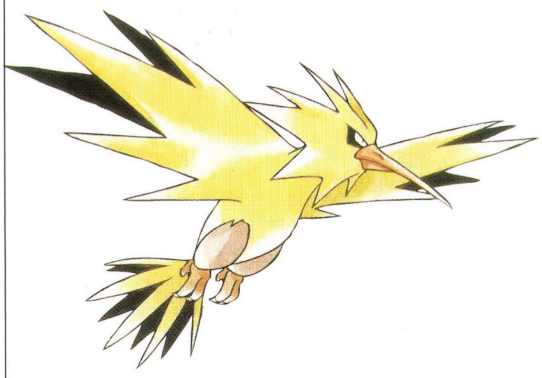
ATTACK	TYPE	#144
GUST	FLY	-
POWDER SNOW	ICE	-
MIST	ICE	13
AGILITY	PSY	25
MIND READER	NRM	37
ICE BEAM	ICE	49
REFLECT	PSY	61
BLIZZARD	ICE	73

TM & HM ABILITIES

#	ATTACK	TYPE	#144
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
47	STEEL WING	STL	●
H2	FLY	FLY	●
MT	ICE BEAM	ICE	●

#145 ZAPDOS

TYPE: **ELECTRIC/FLYING**



SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

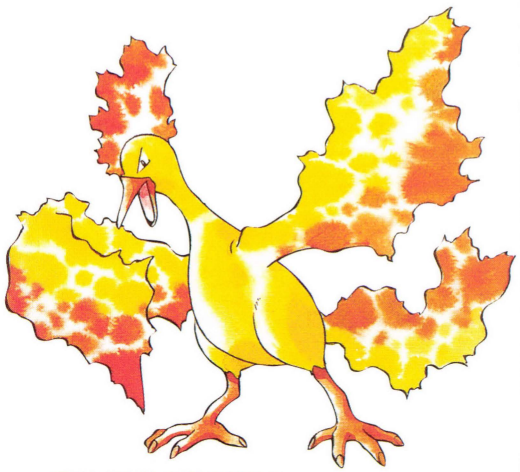
ATTACK	TYPE	#145
PECK	FLY	-
THUNDERSHOCK	ELC	-
THUNDER WAVE	ELC	13
AGILITY	PSY	25
DETECT	FTG	37
DRILL PECK	FLY	49
LIGHT SCREEN	PSY	61
THUNDER	ELC	73

TM & HM ABILITIES

#	ATTACK	TYPE	#145
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
47	STEEL WING	STL	●
H2	FLY	FLY	●
H5	FLASH	NRM	●
MT	THUNDERBOLT	ELC	●

#146 MOLTRES

TYPE: **FIRE/FLYING**



SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●○
ATTACK ●●●
DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#146
WING ATTACK	FLY	-
EMBER	FIR	-
FIRE SPIN	FIR	13
AGILITY	PSY	25
ENDURE	NRM	37
FLAMETHROWER	FIR	49
SAFEGUARD	NRM	61
SKY ATTACK	FLY	73

TM & HM ABILITIES

#	ATTACK	TYPE	#146
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
27	RETURN	NRM	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
47	STEEL WING	STL	●
H2	FLY	FLY	●
MT	FLAMETHROWER	FIR	●

#243 RAIKOU

TYPE: **ELECTRIC**

SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●●
ATTACK ●●○
DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#243
BITE	DRK	-
LEER	NRM	-
THUNDERSHOCK	ELC	11
ROAR	NRM	21
QUICK ATTACK	NRM	31
SPARK	ELC	41
REFLECT	PSY	51
CRUNCH	DRK	61
THUNDER	ELC	71

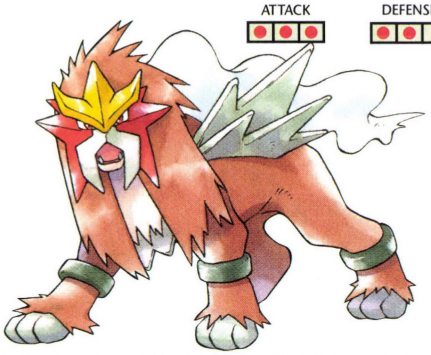
TM & HM ABILITIES

#	ATTACK	TYPE	#243
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
MT	THUNDERBOLT	ELC	●

#244 ENTEI

TYPE: **FIRE**

SPECIAL ATTACK ●●○
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●●
ATTACK ●●●
DEFENSE ●●○



LEVEL-UP ABILITIES

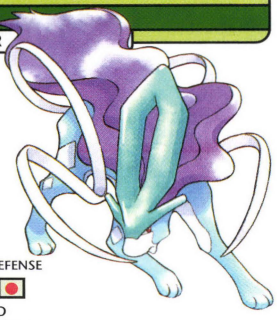
ATTACK	TYPE	#244
BITE	DRK	-
LEER	NRM	-
EMBER	FIR	11
ROAR	NRM	21
FIRE SPIN	FIR	31
STOMP	NRM	41
FLAMETHROWER	FIR	51
SWAGGER	NRM	61
FIRE BLAST	FIR	71

TM & HM ABILITIES

#	ATTACK	TYPE	#244
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
H1	CUT	NRM	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
MT	FLAMETHROWER	FIR	●

#245 SUICUNE

TYPE: **WATER**



SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#245
BITE	DRK	-
LEER	NRM	-
BUBBLE BEAM (C)	WTR	11
WATER GUN (G&S)	WTR	11
RAIN DANCE (C)	WTR	21
ROAR (G&S)	NRM	21
GUST	FLY	31
AURORA BEAM (C)	ICE	41
BUBBLEBEAM (G&S)	WTR	41
MIST	ICE	51
MIRROR COAT	PSY	61
HYDRO PUMP	WTR	71

TM & HM ABILITIES

#	ATTACK	TYPE	#245
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
27	RETURN	NRM	●
28	DIG	GRD	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
43	DETECT	FTG	●
44	REST	PSY	●
H1	CUT	NRM	●
H3	SURF	WTR	●
H6	WHIRLPOOL	WTR	●
H7	WATERFALL	WTR	●
MT	ICE BEAM	ICE	●

#147 DRATINI

TYPE: **DRAGON**

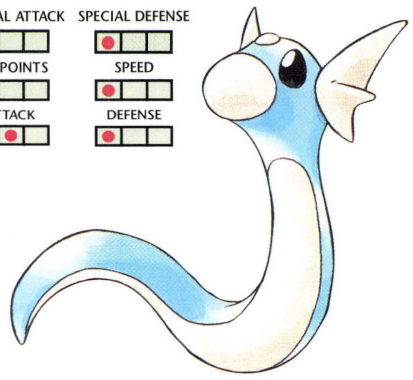
LEVEL-UP ABILITIES

ATTACK	TYPE	#147	#148	#149
WRAP	NRM	-	-	-
LEER	NRM	-	-	-
THUNDER WAVE	ELC	8	8	8
TWISTER	DRG	15	15	15
DRAGON RAGE	DRG	22	22	22
SLAM	NRM	29	29	29
AGILITY	PSY	36	38	38
SAFEGUARD	NRM	43	47	47
WING ATTACK	FLY			55
OUTRAGE	DRG	50	56	61
HYPER BEAM	NRM	57	65	75

TM & HM ABILITIES

#	ATTACK	TYPE	#147	#148	#149
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
06	TOXIC	PSN	●	●	●
07	ZAP CANNON	ELC	●	●	●
08	ROCK SMASH	FTG			●
10	HIDDEN POWER	NRM	●	●	●
13	SNORE	NRM	●	●	●
14	BLIZZARD	ICE	●	●	●
15	HYPER BEAM	NRM			●
16	ICY WIND	ICE	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL	●	●	●
24	DRAGONBREATH	DRG	●	●	●
25	THUNDER	ELC	●	●	●
27	RETURN	NRM	●	●	●
31	MUD-SLAP	GRD			●
32	DOUBLE TEAM	NRM	●	●	●
33	ICE PUNCH	ICE			●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK			●
38	FIRE BLAST	FIR	●	●	●
39	SWIFT	NRM	●	●	●
41	THUNDERPUNCH	ELC			●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
47	STEEL WING	STL			●
48	FIRE PUNCH	FIR			●
49	FURY CUTTER	BUG			●
H2	FLY	FLY			●
H3	SURF	WTR	●	●	●
H4	STRENGTH	NRM			●
H6	WHIRLPOOL	WTR			●
H7	WATERFALL	WTR	●	●	●
EG	HAZE	ICE	●		
EG	MIST	ICE	●		
EG	SUPERSONIC	NRM	●		
EG	LIGHT SCREEN	PSY	●		
MT	FLAMETHROWER	FIR	●	●	●
MT	THUNDERBOLT	ELC	●	●	●
MT	ICE BEAM	ICE	●	●	●

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●○ DEFENSE ●●○



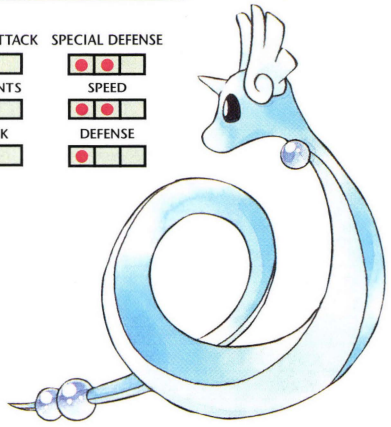
If you pass the Master's quiz in the Dragon's Den, you'll receive a special Dratini that has the move Extremespeed. See page 58 for more details.

#148 DRAGONAIR

DRATINI LEVEL 30 ▶ DRAGONAIR

TYPE: **DRAGON**

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●○○ SPEED ●●○
ATTACK ●●○ DEFENSE ●○○

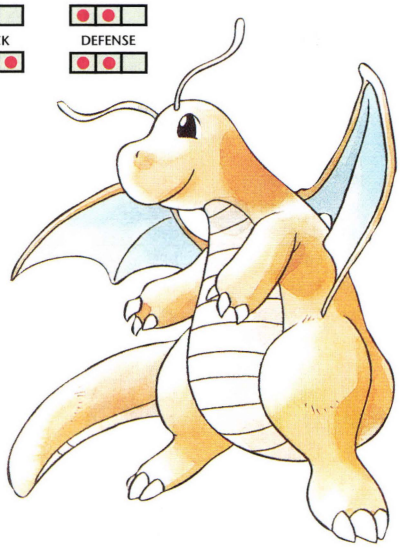


#149 DRAGONITE

DRAGONAIR LEVEL 55 ▶ DRAGONITE

TYPE: **DRAGON/FLYING**

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



#246 LARVITAR

TYPE: ROCK/GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●○○
HIT POINTS ●○○ SPEED ●○○
ATTACK ●●○ DEFENSE ●○○

LEVEL-UP ABILITIES

ATTACK	TYPE	#246	#247	#248
BITE	DRK	-	-	-
LEER	NRM	-	-	-
SANDSTORM	RCK	8	8	8
SCREECH	NRM	15	15	15
ROCK SLIDE	RCK	22	22	22
THRASH	NRM	29	29	29
SCARY FACE	NRM	36	38	38
CRUNCH	DRK	43	47	47
EARTHQUAKE	GRD	50	56	61
HYPER BEAM	NRM	57	65	75

TM & HM ABILITIES

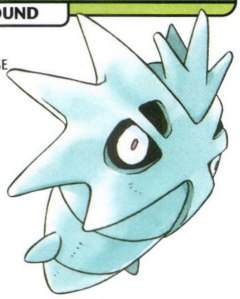
#	ATTACK	TYPE	#246	#247	#248
01	DYNAMICPUNCH	FTG			●
02	HEADBUTT	NRM	●	●	●
03	CURSE	???	●	●	●
05	ROAR	NRM			●
06	TOXIC	PSN	●	●	●
08	ROCK SMASH	FTG			●
10	HIDDEN POWER	NRM	●	●	●
11	SUNNY DAY	FIR	●	●	●
13	SNORE	NRM	●	●	●
15	HYPER BEAM	NRM	●	●	●
17	PROTECT	NRM	●	●	●
18	RAIN DANCE	WTR	●	●	●
20	ENDURE	NRM	●	●	●
21	FRUSTRATION	NRM	●	●	●
23	IRON TAIL	STL			●
24	DRAGONBREATH	DRG			●
26	EARTHQUAKE	GRD	●	●	●
27	RETURN	NRM	●	●	●
28	DIG	GRD	●	●	●
31	MUD-SLAP	GRD	●	●	●
32	DOUBLE TEAM	NEM	●	●	●
34	SWAGGER	NRM	●	●	●
35	SLEEP TALK	NRM	●	●	●
37	SANDSTORM	RCK	●	●	●
38	FIRE BLAST	FIR			●
43	DETECT	FTG	●	●	●
44	REST	PSY	●	●	●
45	ATTRACT	NRM	●	●	●
48	FIRE PUNCH	FIR			●
49	FURY CUTTER	BUG			●
50	NIGHTMARE	GHO			●
H1	CUT	NRM			●
H3	SURF	WTR			●
H4	STRENGTH	NRM			●
EG	PURSUIT	DRK	●		
EG	FOCUS ENERGY	NRM	●		
EG	OUTRAGE	DRG	●		
EG	ANCIENTPOWER	RCK	●		
EG	STOMP	NRM	●		
MT	FLAMETHROWER	FIR			●
MT	THUNDERBOLT	ELC			●
MT	ICE BEAM	ICE			●

#247 PUPITAR

LARVITAR LEVEL 30 ▶ PUPITAR

TYPE: ROCK/GROUND

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●○
HIT POINTS ●●○ SPEED ●○○
ATTACK ●●○ DEFENSE ●●○

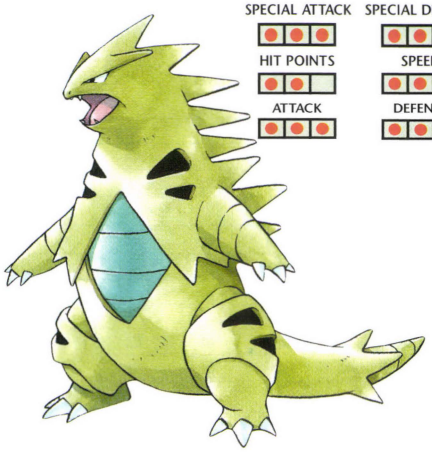


#248 TYRANITAR

PUPITAR LEVEL 55 ▶ TYRANITAR

TYPE: ROCK/DARK

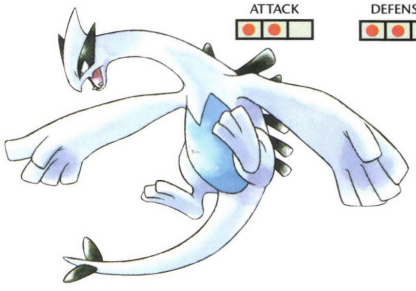
SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●○
HIT POINTS ●●● SPEED ●●○
ATTACK ●●● DEFENSE ●●○



#249 LUGIA

TYPE: PSYCHIC/FLYING

SPECIAL ATTACK ●●○ SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●●●
ATTACK ●●○ DEFENSE ●●●



LEVEL-UP ABILITIES

ATTACK	TYPE	#249
AEROBLAST	FLY	-
SAFEGUARD	NRM	11
GUST	FLY	22
RECOVER	NRM	33
HYDRO PUMP	WTR	44
RAIN DANCE	WTR	55
SWIFT	NRM	66
WHIRLWIND	NRM	77
ANCIENTPOWER	RCK	88
FUTURE SIGHT	PSY	99

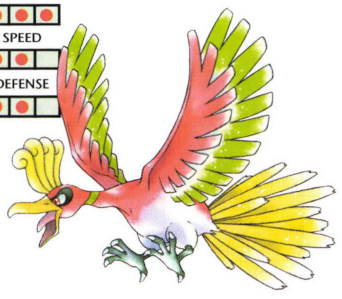
TM & HM ABILITIES

#	ATTACK	TYPE	#249
02	HEADBUTT	NRM	●
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
23	IRON TAIL	STL	●
24	DRAGONBREATH	DRG	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
47	STEEL WING	STL	●
50	NIGHTMARE	GHO	●
H2	FLY	FLY	●
H3	SURF	WTR	●
H4	STRENGTH	NRM	●
H6	WHIRLPOOL	WTR	●
H7	WATERFALL	WTR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#250 HO-OH

TYPE: FIRE/FLYING

SPECIAL ATTACK ●●● SPECIAL DEFENSE ●●●
HIT POINTS ●●○ SPEED ●●○
ATTACK ●●● DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#250
SACRED FIRE	FIR	-
SAFEGUARD	NRM	11
GUST	FLY	22
RECOVER	NRM	33
FIRE BLAST	FIR	44
SUNNY DAY	FIR	55
SWIFT	NRM	66
WHIRLWIND	NRM	77
ANCIENTPOWER	RCK	88
FUTURE SIGHT	PSY	99

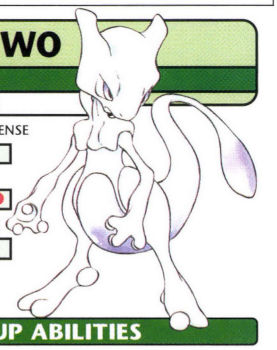
TM & HM ABILITIES

#	ATTACK	TYPE	#250
03	CURSE	???	●
05	ROAR	NRM	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
24	DRAGONBREATH	DRG	●
25	THUNDER	ELC	●
26	EARTHQUAKE	GRD	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
38	FIRE BLAST	FIR	●
39	SWIFT	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
47	STEEL WING	STL	●
50	NIGHTMARE	GHO	●
H2	FLY	FLY	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●

#150 MEWTWO

TYPE: PSYCHIC

SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●●
ATTACK ●●●
DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#150
CONFUSION	PSY	-
DISABLE	NRM	-
BARRIER	PSY	11
SWIFT	NRM	22
PSYCH UP	NRM	33
FUTURE SIGHT	PSY	44
MIST	ICE	55
PSYCHIC	PSY	66
AMNESIA	PSY	77
RECOVER	NRM	88
SAFEGUARD	NRM	99

TM & HM ABILITIES

#	ATTACK	TYPE	#150
01	DYNAMICPUNCH	FTG	●
02	HEADBUTT	NRM	●
03	CURSE	???	●
06	TOXIC	PSN	●
07	ZAP CANNON	ELC	●
08	ROCK SMASH	FTG	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
13	SNORE	NRM	●
14	BLIZZARD	ICE	●
15	HYPER BEAM	NRM	●
16	ICY WIND	ICE	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
23	IRON TAIL	STL	●
25	THUNDER	ELC	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
33	ICE PUNCH	ICE	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
38	FIRE BLAST	FIR	●
39	SWIFT	NRM	●
41	THUNDERPUNCH	ELC	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
48	FIRE PUNCH	FIR	●
50	NIGHTMARE	GHO	●
H4	STRENGTH	NRM	●
H5	FLASH	NRM	●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	●

#151 MEW

TYPE: PSYCHIC

SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●●
ATTACK ●●●
DEFENSE ●●○

LEVEL-UP ABILITIES

ATTACK	TYPE	#151
POUND	NRM	-
TRANSFORM	NRM	10
MEGA PUNCH	NRM	20
METRONOME	NRM	30
PSYCHIC	PSY	40
ANCIENTPOWER	RCK	50

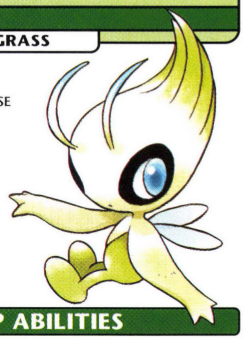
TM & HM ABILITIES

#	ATTACK	TYPE	#151
ALL			●
MT	FLAMETHROWER	FIR	●
MT	THUNDERBOLT	ELC	●
MT	ICE BEAM	ICE	

#251 CELEBI

TYPE: PSYCHIC/GRASS

SPECIAL ATTACK ●●●
SPECIAL DEFENSE ●●○
HIT POINTS ●●○
SPEED ●●●
ATTACK ●●●
DEFENSE ●●○



LEVEL-UP ABILITIES

ATTACK	TYPE	#251
LEECH SEED	GRS	-
CONFUSION	PSY	-
RECOVER	NRM	-
HEAL BELL	NRM	-
SAFEGUARD	NRM	10
ANCIENTPOWER	RCK	20
FUTURE SIGHT	PSY	30
BATON PASS	NRM	40
PERISH SONG	NRM	50

TM & HM ABILITIES

#	ATTACK	TYPE	#251
03	CURSE	???	●
06	TOXIC	PSN	●
09	PSYCH UP	NRM	●
10	HIDDEN POWER	NRM	●
11	SUNNY DAY	FIR	●
12	SWEET SCENT	NRM	●
13	SNORE	NRM	●
15	HYPER BEAM	NRM	●
17	PROTECT	NRM	●
18	RAIN DANCE	WTR	●
19	GIGA DRAIN	GRS	●
20	ENDURE	NRM	●
21	FRUSTRATION	NRM	●
22	SOLARBEAM	GRS	●
27	RETURN	NRM	●
29	PSYCHIC	PSY	●
30	SHADOW BALL	GHO	●
31	MUD-SLAP	GRD	●
32	DOUBLE TEAM	NRM	●
34	SWAGGER	NRM	●
35	SLEEP TALK	NRM	●
37	SANDSTORM	RCK	●
39	SWIFT	NRM	●
40	DEFENSE CURL	NRM	●
42	DREAM EATER	PSY	●
43	DETECT	FTG	●
44	REST	PSY	●
50	NIGHTMARE	GHO	●
H5	FLASH	NRM	●

Mew and Celebi don't appear in any of the games. The only way to catch the two Pokémon is through Nintendo.

Pokémon Locator

The Pokémon Locator is a complete guide to the places in both Johto and Kanto where you can catch each Pokémon. The Pokémon are listed alphabetically, and their relative frequencies in each game at the three times of day are included. Icons, colors and abbreviations explain how, where and when to catch each Pokémon. Study the key to understand the listings.

ID & NAME

CRYSTAL, GOLD & SILVER MORNING, DAY & NIGHT

AREA

Each area the Pokémon appears in is listed in the Area column.

LEVEL

The level or level ranges you can expect to find the Pokémon to fall in are listed in the Level column.

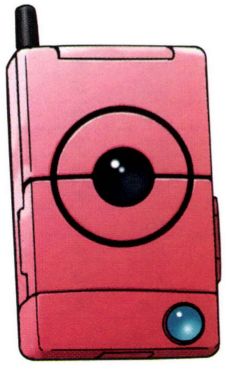
MANY, FEW, NONE

The Pokémon's frequency within an area at a given time in each Pak is represented by M for Many, F for Few, N for None and R if you need to use a rod to catch it there. Each rod catches a set level of Pokémon. A handful of Pokémon change frequency after a phone call.

M	MANY
F	FEW
N	NONE
R	USE ROD

LEV. 10	OLD ROD
LEV. 20	GOOD ROD
LEV. 40	SUPER ROD

EVENT	Event-related Pokémon
TRAP	Attacks inside a trap
PRIZE	Available as a prize in one of the Game Corners
HB	HEADBUTT
RS	ROCK SMASH
TRADE	In-game Pokémon trade



AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
#152 CHIKORITA — TYPE: GRASS — PAGE 83										
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#170 CHINCHOU — TYPE: WATER/ELECTRIC — PAGE 116										
ROUTE 20	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
CINNABAR TOWN	20, 40	R	R	R	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R	R	R	R
#36 CLEFABLE — TYPE: NORMAL — PAGE 90										
EVOLVE FROM CLEFAIRY (MOON STONE)										
#35 CLEFAIRY — TYPE: NORMAL — PAGE 90										
ROUTE 3	6	N	N	F	N	N	N	N	N	N
ROUTE 4	6	N	N	F	N	N	N	N	N	N
MT. MOON	8	F	F	N	F	F	F	F	F	F
MT. MOON	8, 12	N	N	M	N	N	N	N	N	N
#173 CLEFFA — TYPE: NORMAL — PAGE 90										
MUST HATCH AT POKéMON BREEDING CENTER										
#91 CLOYSTER — TYPE: WATER/ICE — PAGE 115										
EVOLVE FROM SHELLDER (WATER STONE)										
#222 CORSOLA — TYPE: WATER/ROCK — PAGE 115										
ROUTE 19	20, 40	R	R	N	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N	R	R	N
CIANWOOD CITY	20, 40	R	R	N	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N	R	R	N
CERULEAN CITY (GYM)	20, 40	N	N	N	R	R	N	R	R	N
CHERRYGROVE CITY	20, 40	R	R	N	R	R	N	R	R	N
#169 CROBAT — TYPE: POISON/FLYING — PAGE 89										
EVOLVE FROM GOLBAT (FRIENDSHIP)										
#159 CROCONAW — TYPE: WATER — PAGE 84										
EVOLVE FROM TOTODILE (LEV 18)										
#104 CUBONE — TYPE: GROUND — PAGE 122										
ROCK TUNNEL B1	10, 13	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B1	10	M	M	N	N	N	N	N	N	N
ROCK TUNNEL B2	12	M	M	N	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N
#155 CYNDAQUIL — TYPE: FIRE — PAGE 83										
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#225 DELIBIRD — TYPE: ICE/FLYING — PAGE 119										
ICE PATH 1F	22	N	N	N	N	N	N	M	M	M
ICE PATH 1F	21, 23	N	N	M	N	N	N	N	N	N
ICE PATH B1	22	N	N	N	N	N	N	M	M	M

ICON

The icons show the different ways to catch the Pokémon.

- CATCH THE POKéMON IN THE WILD
- USE ROCK SMASH TO CATCH THE POKéMON
- USE HEADBUTT IN WOODED AREAS TO CATCH THE POKéMON
- USE HEADBUTT IN MOUNTAIN AREAS TO CATCH THE POKéMON
- CATCH THE POKéMON IN THE WILD BY SURFING
- USE A FISHING ROD TO CATCH THE POKéMON
- HATCH IT FROM AN EGG AT THE ROUTE 33 DAYCARE AND BREEDING CENTER
- CATCH THE POKéMON BY ACCOMPLISHING A TASK
- WIN THE POKéMON AS A GAME PRIZE
- CATCH THE POKéMON IN THE BUG-CATCHING CONTEST IN NATIONAL PARK

TYPE

POKéDEX PAGE

The page the Pokémon appears on in the Pokédex section of the book is listed here.

#63 ABRA

TYPE: PSYCHIC — PAGE 98

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 5	12, 14	M	M	M	M	M	M	M	M	M
ROUTE 6	12, 14	N	N	N	M	M	M	M	M	M
ROUTE 7	16	F	F	F	N	N	N	N	N	N
ROUTE 8	15	N	N	N	M	M	M	M	M	M
ROUTE 8	16	M	M	M	N	N	N	N	N	N
ROUTE 24	9	N	N	N	M	M	M	M	M	M
ROUTE 24	12	M	M	M	N	N	N	N	N	N
ROUTE 25	9	N	N	N	M	M	M	M	M	M
ROUTE 34	10	M	M	M	M	M	M	M	M	M
ROUTE 35	10	M	M	M	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
GOLDENROD CITY (GAME CORNER)	5	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N

#142 AERODACTYL

TYPE: ROCK/FLYING — PAGE 126

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 14	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE

#190 AIPOM

TYPE: NORMAL — PAGE 105

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB	HB

#65 ALAKAZAM

TYPE: PSYCHIC — PAGE 99

EVOLVE FROM KADABRA (TRADE)

#181 AMPHAROS

TYPE: ELECTRIC — PAGE 92

EVOLVE FROM FLAAFFY (LEV 30)

#24 ARBOK

TYPE: POISON — PAGE 92

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 3	10	F	F	N	N	N	N	F	F	F
ROUTE 4	10	F	F	N	N	N	N	F	F	F
ROUTE 26	30	F	F	N	N	N	N	F	F	F
ROUTE 27	28	M	M	N	N	N	N	M	M	M
ROUTE 28	42	M	M	N	N	N	N	N	N	N
ROUTE 42	15	F	F	N	N	N	N	N	N	N
MT. SILVER	42	M	M	N	N	N	N	N	N	N

#59 ARCANINE

TYPE: FIRE — PAGE 106

EVOLVE FROM GROWLITHE (FIRE STONE)

#168 ARIADOS

TYPE: BUG/POISON — PAGE 88

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 2	7	N	N	F	F	F	F	N	N	N
ROUTE 37	15	N	N	F	N	N	N	N	N	N

#144 ARTICUNO

TYPE: ICE/FLYING — PAGE 129

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N

#184 AZUMARILL

TYPE: WATER — PAGE 107

EVOLVE FROM MARILL (LEV 18)

#153 BAYLEEF

TYPE: GRASS — PAGE 83

EVOLVE FROM CHIKORITA (LEV 16)

#15 BEEDRILL

TYPE: BUG/POISON — PAGE 88

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	HB	HB	HB
ROUTE 2	7	N	N	N	N	N	N	M	N	N
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#182 BELLOSSOM

TYPE: GRASS — PAGE 98

EVOLVE FROM GLOOM (SUN STONE)

#69 BELLSPROUT

TYPE: GRASS/POISON — PAGE 94

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 5	13	N	N	N	M	M	M	M	M	M
ROUTE 6	13	N	N	N	M	M	M	M	M	M
ROUTE 24	8, 10	N	N	N	M	M	N	M	M	N
ROUTE 24	10	F	F	F	N	N	F	N	N	F
ROUTE 25	10	F	F	F	M	M	F	M	M	F
ROUTE 31	3	N	N	N	M	M	M	M	M	M
ROUTE 31	5	M	M	M	N	N	N	N	N	N
ROUTE 32	6	N	N	N	M	M	M	M	M	M
ROUTE 32	7	M	M	M	N	N	N	N	N	N
ROUTE 36	5	M	M	M	N	N	N	N	N	N
ROUTE 44	22	M	M	M	M	M	M	M	M	M

#9 BLASTOISE

TYPE: WATER — PAGE 129

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM WARTORTLE (LEV 36) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#242 BLISSEY

TYPE: NORMAL — PAGE 125

EVOLVE FROM CHANSEY (FRIENDSHIP)

#1 BULBASAUR

TYPE: GRASS/POISON — PAGE 127

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N

#12 BUTTERFREE

TYPE: BUG/FLYING — PAGE 87

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	N	N	N
ROUTE 2	7	M	M	N	M	N	N	N	N	N
ROUTE 24	14	F	F	N	N	N	N	N	N	N
ROUTE 25	14	F	F	N	N	N	N	N	N	N
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#10 CATERPIE

TYPE: BUG — PAGE 87

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	N	N	N
ROUTE 2	3	M	M	N	M	M	N	N	N	N
ROUTE 24	8, 10	M	M	N	N	N	N	N	N	N
ROUTE 25	10	M	M	N	N	N	N	N	N	N
ROUTE 30	3, 4	M	M	N	M	M	N	N	N	N
ROUTE 31	4, 5	N	N	N	M	M	N	N	N	N
ROUTE 31	4	M	M	N	N	N	N	N	N	N
ILEX FOREST	5, 6	N	N	N	M	M	N	N	N	N
ILEX FOREST	5	M	M	N	N	N	N	N	N	N
NATIONAL PARK	10, 12	N	N	N	M	N	N	N	N	N
NATIONAL PARK	10	F	F	N	N	M	N	N	N	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#152 CELEBI

TYPE: PSYCHIC/GRASS — PAGE 133

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE GIVEN TO YOU BY NINTENDO		N	N	N	N	N	N	N	N	N

#113 CHANSEY

TYPE: NORMAL — PAGE 125

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 13	25	F	F	F	F	F	F	F	F	F
ROUTE 14	25	N	N	N	F	F	F	F	F	F
ROUTE 14	28	F	F	F	N	N	N	N	N	N
ROUTE 15	25	F	F	F	F	F	F	F	F	F

#6 CHARIZARD

TYPE: FIRE/FLYING — PAGE 128

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM CHARMELEON (LEV 36) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#4 CHARMANDER

TYPE: FIRE — PAGE 128

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N

#5 CHARMELEON

TYPE: FIRE — PAGE 128

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM CHARMANDER (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#152 CHIKORITA

TYPE: GRASS — PAGE 83

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#170 CHINCHOU

TYPE: WATER/ELECTRIC — PAGE 116

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 20	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
CINNABAR TOWN	20, 40	R	R	R	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R	R	R	R

#36 CLEFABLE

TYPE: NORMAL — PAGE 90

EVOLVE FROM CLEFAIRY (MOON STONE)

#35 CLEFAIRY

TYPE: NORMAL — PAGE 90

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 3	6	N	N	F	N	N	N	N	N	N
ROUTE 4	6	N	N	F	N	N	N	N	N	N
MT. MOON	8	F	F	N	F	F	F	F	F	F
MT. MOON	8, 12	N	N	M	N	N	N	N	N	N

#173 CLEFFA

TYPE: NORMAL — PAGE 90

MUST HATCH AT POKéMON BREEDING CENTER

#91 CLOYSTER

TYPE: WATER/ICE — PAGE 115

EVOLVE FROM SHELLDER (WATER STONE)

#222 CORSOLA

TYPE: WATER/ROCK — PAGE 115

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 19	20, 40	R	R	N	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N	R	R	N
CIANWOOD CITY	20, 40	R	R	N	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N	R	R	N
CERULEAN CITY (GYM)	20, 40	N	N	N	R	R	N	R	R	N
CHERRYGROVE CITY	20, 40	R	R	N	R	R	N	R	R	N

#169 CROBAT

TYPE: POISON/FLYING — PAGE 89

EVOLVE FROM GOLBAT (FRIENDSHIP)

#159 CROCONAW

TYPE: WATER — PAGE 84

EVOLVE FROM TOTODILE (LEV 18)

#104 CUBONE

TYPE: GROUND — PAGE 122

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROCK TUNNEL B1	10, 13	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B1	10	M	M	N	N	N	N	N	N	N
ROCK TUNNEL B2	12	M	M	N	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N

#155 CYNDAQUIL

TYPE: FIRE — PAGE 83

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#225 DELIBIRD

TYPE: ICE/FLYING — PAGE 119

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ICE PATH 1F	22	N	N	N	N	N	N	M	M	M
ICE PATH 1F	21, 23	N	N	M	N	N	N	N	N	N
ICE PATH B1	22	N	N	N	N	N	N	M	M	M
ICE PATH B1	22, 24	N	N	M	N	N	N	N	N	N
ICE PATH B2	23	N	N	N	N	N	N	M	M	M
ICE PATH B2	23, 25	N	N	M	N	N	N	N	N	N
ICE PATH B3	24	N	N	N	N	N	N	M	M	M
ICE PATH B3	24, 26	N	N	M	N	N	N	N	N	N

#87 DEWGONG

TYPE: WATER/ICE — PAGE 116

EVOLVE FROM SEEL (LEV 34)

#50 DIGLETT

TYPE: GROUND — PAGE 107

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
DIGLETT'S CAVE	13, 15, 17, 19	N	N	N	M	M	M	M	M	M
DIGLETT'S CAVE	3, 6, 12, 24	M	N	N	N	N	N	N	N	N
DIGLETT'S CAVE	2, 4, 8, 16	N	M	N	N	N	N	N	N	N
DIGLETT'S CAVE	4, 8, 16, 32	N	N	M	N	N	N	N	N	N

#132 DITTO

TYPE: NORMAL — PAGE 99

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 34	10	F	F	F	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F	F	F	F

#85 DODRIO

TYPE: NORMAL/FLYING — PAGE 121

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 26	30	N	N	N	F	F	N	N	N	N
ROUTE 27	30	F	F	N	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N	F	F	N
BLACKTHORN CITY	-	TRADE	TRADE	TRADE	N	N	N	N	N	N

#84 DODUO

TYPE: NORMAL/FLYING — PAGE 121

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 22	4	M	M	N	M	M	N	M	M	N
ROUTE 26	28, 30	M	M	N	M	M	N	M	M	N
ROUTE 26	30	N	N	N	N	N	N	N	N	M
ROUTE 27	28, 30	M	M	N	M	M	N	M	M	N
ROUTE 28	41	F	F	N	F	F	N	F	F	N
MT. SILVER	41	F	F	N	F	F	N	F	F	N

#232 DONPHAN

TYPE: GROUND — PAGE 120

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 28	40	N	N	N	N	N	N	M	M	M
ROUTE 45	25	M	N	N	N	N	N	N	N	N
ROUTE 45	25, 30	N	M	N	N	N	N	N	N	N
SILVER CAVE	44	N	N	N	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	N	N	N	M	M	M
MT. SILVER	42	N	N	N	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	N	N	N	M	M	M

#148 DRAGONAIR

TYPE: DRAGON — PAGE 131

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 45	10	R	R	R	R	R	R	R	R	R
DRAGON'S DEN	40	R	R	R	R	R	R	R	R	R

#149 DRAGONITE

TYPE: DRAGON/FLYING — PAGE 131

EVOLVE FROM DRAGONAIR (LEV 55)

#147 DRATINI

TYPE: DRAGON — PAGE 131

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 45	10, 10	R	R	R	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M	M	M	M
DRAGON'S DEN	15	EVENT	EVENT	EVENT	N	N	N	N	N	N

#96 DROWZEE

TYPE: PSYCHIC — PAGE 98

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 6	13	N	N	M	N	N	N	N	N	N
ROUTE 11	14, 16	N	N	N	M	M	M	M	M	M
ROUTE 11	14	N	N	M	N	N	N	N	N	N
ROUTE 34	10, 12	M	M	M	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 34	12	N	N	M	N	N	N	N	N	N
ROUTE 35	14	N	N	N	M	M	M	M	M	M
ROUTE 35	2	N	N	M	N	N	N	N	N	N

#51 DUGTRIO

TYPE: GROUND — PAGE 107

DIGLETT'S CAVE	19, 24, 29	N	N	N	M	M	M	M	M	M
DIGLETT'S CAVE	16	N	M	N	N	N	N	N	N	N
DIGLETT'S CAVE	24	M	N	N	N	N	N	N	N	N
DIGLETT'S CAVE	32	N	N	M	N	N	N	N	N	N

#206 DUNSPARCE

TYPE: NORMAL — PAGE 92

DARK CAVE (BLACKTHORN CITY SIDE)	2-4	N	N	N	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	N	N	N	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	4	F	F	F	N	N	N	N	N	N
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	N	N	N	N	N	N

#133 EEVEE

TYPE: NORMAL — PAGE 118

GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#23 EKANS

TYPE: POISON — PAGE 92

JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 3	8	M	M	N	N	N	N	M	M	M
ROUTE 4	8	M	M	N	N	N	N	M	M	M
ROUTE 32	4	M	M	N	N	N	N	M	M	M
ROUTE 33	7	F	F	N	N	N	N	M	M	M
ROUTE 42	13	M	M	N	N	N	N	N	N	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE	N	N	N

#125 ELECTABUZZ

TYPE: ELECTRIC — PAGE 112

ROUTE 10	15	N	N	N	F	N	F	F	N	F
ROUTE 10	15, 17	N	N	N	N	M	N	N	M	N
ROUTE 10	16	F	N	F	N	N	N	N	N	N
ROUTE 10	18	N	F	N	N	N	N	N	N	N

#101 ELECTRODE

TYPE: ELECTRIC — PAGE 105

MAHOGANY TOWN (HIDEOUT B2)	23	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#239 ELEKID

TYPE: ELECTRIC — PAGE 112

MUST HATCH AT A POKéMON BREEDING CENTER

#244 ENTEI

TYPE: FIRE — PAGE 130

JOHTO	40	RANDOM APPEARANCES AROUND JOHTO

#196 ESPEON

TYPE: PSYCHIC — PAGE 118

EVOLVE FROM EEVEE (FRIENDSHIP: MORNING, DAY)

#102 EXEGGCUTE

TYPE: GRASS/PSYCHIC — PAGE 102

JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB	HB

#103 EXEGGUTOR

TYPE: GRASS/PSYCHIC — PAGE 102

EVOLVE FROM EXEGGCUTE (LEAF STONE)

#83 FARFETCH'D

TYPE: NORMAL/FLYING — PAGE 113

ROUTE 38	16	N	N	N	M	M	N	M	M	N
ROUTE 39	16	N	N	N	M	M	N	M	M	N
ROUTE 43	16	M	M	N	N	N	N	N	N	N

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT

#22 FEAROW

TYPE: NORMAL/FLYING — PAGE 85

ROUTE 9	15	M	M	N	F	F	N	F	F	N
ROUTE 10	18	N	N	N	M	M	N	M	M	N
ROUTE 10	15	M	M	N	N	N	N	N	N	N
ROUTE 16	27, 29	M	M	N	M	M	N	M	M	N
ROUTE 17	28, 30	N	N	N	M	M	N	M	M	N
ROUTE 17	30, 32	M	M	N	N	N	N	N	N	N
ROUTE 18	27, 29	M	M	N	M	M	N	M	M	N
ROUTE 22	7	F	F	N	F	F	N	F	F	N
ROUTE 42	16	F	F	N	N	N	N	N	N	N

#160 FERALIGATR

TYPE: WATER — PAGE 84

EVOLVE FROM CROCONAW (LEV 30)

#180 FLAAFFY

TYPE: ELECTRIC — PAGE 92

ROUTE 42	15, 17	N	N	N	M	M	M	M	M	M
ROUTE 43	15	N	N	N	N	N	M	M	N	M
ROUTE 43	15, 17	N	N	N	N	M	N	N	M	N

#136 FLAREON

TYPE: FIRE — PAGE 118

EVOLVE FROM EEVEE (FIRE STONE)

#205 FORRETRESS

TYPE: BUG/STEEL — PAGE 99

EVOLVE FROM PINECO (LEV 31)

#162 FURRET

TYPE: NORMAL — PAGE 86

ROUTE 1	6	F	F	N	F	F	N	F	F	N
ROUTE 43	15	M	M	N	N	N	N	N	N	N
ROUTE 43	17	F	F	N	N	N	N	N	N	N

#92 GASTLY

TYPE: GHOST/POISON — PAGE 93

ROUTE 31	5	N	N	F	N	N	N	N	N	N
ROUTE 32	7	N	N	F	N	N	N	N	N	N
ROUTE 36	7	N	N	M	N	N	N	N	N	N
TIN TOWER 2F-9F	20-22	N	N	M	N	N	M	N	N	M
SPROUT TOWER 2F-3F	3-6	N	N	M	N	N	M	N	N	M

#94 GENGAR

TYPE: GHOST/POISON — PAGE 93

EVOLVE FROM HAUNTER (TRADE)

#74 GEODUDE

TYPE: ROCK/GROUND — PAGE 89

ROUTE 33	6	M	M	M	N	N	N	N	N	N
ROUTE 45	23	M	M	M	M	M	M	M	M	M
ROUTE 46	2, 3	M	M	M	M	M	N	M	M	N
ROUTE 46	2-4	N	N	N	N	N	M	N	N	M
ROCK TUNNEL B1	10	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B1	11	M	M	N	N	N	N	N	N	N
ROCK TUNNEL B1	11, 12	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B2	12	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B2	14	M	M	M	N	N	N	N	N	N
MT. MOON	8	M	M	M	M	M	M	M	M	M
MT. MOON	10	F	F	M	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13, 15	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13	M	M	M	N	N	N	N	N	N
MT. MORTAR 1F-2F	14	F	F	F	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F	F	F	F
MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
UNION CAVE 1F	6	M	M	M	M	M	M	M	M	M
UNION CAVE B1	8	M	M	M	M	M	M	M	M	M
UNION CAVE B2	21	N	N	N	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B2	20	F	F	F	N	N	N	N	N	N
#203 GIRAFARIG TYPE: NORMAL/PSYCHIC PAGE 110										
ROUTE 43	15	N	N	N	M	M	M	M	M	M
#207 GLIGAR TYPE: GROUND/FLYING PAGE 119										
ROUTE 45	24	M	M	M	M	M	M	N	N	N
#44 GLOOM TYPE: GRASS/POISON PAGE 97										
ROUTE 5	15	N	N	N	N	N	M	N	N	M
ROUTE 24	14	N	N	F	N	N	N	N	N	N
#42 GOLBAT TYPE: POISON/FLYING PAGE 89										
ROUTE 28	40, 42	N	N	M	N	N	N	N	N	N
ROUTE 42	16	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B2	15	N	N	F	N	N	N	N	N	N
WHIRL ISLANDS 1F	23	N	N	N	F	F	F	F	F	F
WHIRL ISLANDS 1F	25	F	F	N	N	N	N	N	N	N
WHIRL ISLANDS 1F	24, 25	N	N	M	N	N	N	N	N	N
WHIRL ISLANDS B1	24	N	N	N	F	F	F	F	F	F
WHIRL ISLANDS B1	25, 26	F	F	N	N	N	N	N	N	N
WHIRL ISLANDS B1	24-26	N	N	M	N	N	N	N	N	N
WHIRL ISLANDS B2	24	N	N	N	F	F	F	F	F	F
WHIRL ISLANDS B2	25, 27	F	F	N	N	N	N	N	N	N
WHIRL ISLANDS B2	24-27	N	N	M	N	N	N	N	N	N
WHIRL ISLANDS B3	23	N	N	N	F	F	F	F	F	F
WHIRL ISLANDS B3	25, 27	F	F	N	N	N	N	N	N	N
WHIRL ISLANDS B3	24-27	N	N	M	N	N	N	N	N	N
WHIRL ISLANDS B4	25	N	N	N	F	F	F	F	F	F
WHIRL ISLANDS B4	27, 28	F	F	N	N	N	N	N	N	N
WHIRL ISLANDS B4	26-28	N	N	M	N	N	N	N	N	N
DARK CAVE (BLACKTHORN CITY SIDE)	23	F	F	F	F	F	F	F	F	F
ICE PATH 1F	22	N	N	N	M	M	M	M	M	M
ICE PATH 1F	22, 24	M	M	M	N	N	N	N	N	N
ICE PATH B1	22	N	N	N	M	M	M	M	M	M
ICE PATH B1	23, 25	M	M	M	N	N	N	N	N	N
ICE PATH B2	23	N	N	N	M	M	M	M	M	M
ICE PATH B2	24, 26	M	M	M	N	N	N	N	N	N
ICE PATH B3	24	N	N	N	M	M	M	M	M	M
ICE PATH B3	25	M	M	M	N	N	N	N	N	N
MT. SILVER	40, 42, 44	N	N	F	N	N	N	N	N	N
SILVER CAVE 1F	45	F	F	N	F	F	F	F	F	F
SILVER CAVE 1F	44, 46	N	N	M	N	N	N	N	N	N
SILVER CAVE 1F-2F	48	M	M	N	F	F	F	F	F	F
SILVER CAVE 1F-2F	46, 48	N	N	M	N	N	N	N	N	N
SILVER CAVE 2F	48	N	N	N	F	F	F	F	F	F
SILVER CAVE 2F	51	M	M	N	N	N	N	N	N	N
SILVER CAVE 2F	49, 51, 53	N	N	M	N	N	N	N	N	N
SILVER CAVE 2F (INSIDE)	48, 51	N	N	N	M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	46, 48, 50	M	M	N	N	N	N	N	N	N
SILVER CAVE 2F (INSIDE)	48, 50	N	N	M	N	N	N	N	N	N
MT. MORTAR 1F (INSIDE)	15	F	F	F	N	N	N	N	N	N
MT. MORTAR 1F-2F	13	M	M	M	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	30	F	F	N	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	30, 32	N	N	M	N	N	N	N	N	N
MT. MORTAR B1	17	M	M	M	N	N	N	N	N	N
VICTORY ROAD	32	N	N	N	M	M	M	M	M	M
VICTORY ROAD	34	M	M	M	N	N	N	N	N	N
UNION CAVE B2	22	M	M	M	M	M	M	M	M	M
TOHJO FALLS	22	N	N	N	M	M	M	M	M	M
TOHJO FALLS	24	M	M	M	N	N	N	N	N	N
SLOWPOKE WELL B2	23	F	F	F	F	F	F	F	F	F
#118 GOLDEEN TYPE: WATER PAGE 96										
ROUTE 4	10, 20, 40	N	N	N	R	R	R	R	R	R
ROUTE 4	5-14	M	M	M	M	M	M	M	M	M
ROUTE 9	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 9	10-19	M	M	M	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 10	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 10	10-19	M	M	M	M	M	M	M	M	M
ROUTE 24	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 24	5-14	M	M	M	M	M	M	M	M	M
ROUTE 25	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 25	5-14	M	M	M	M	M	M	M	M	M
ROUTE 42	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 42	15-24	M	M	M	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	M	M	M	M	M	M
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR 1F-2F	15-24	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F-2F	15-19	M	M	M	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	20-29	N	N	N	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	20-24	M	M	M	N	N	N	N	N	N
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR B1	15-24	N	N	N	M	M	M	M	M	M
MT. MORTAR B1	15-19	M	M	M	N	N	N	N	N	N
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M	M	M	M
CERULEAN CITY	10, 20, 40	N	N	N	R	R	R	R	R	R
CERULEAN CITY	5-14	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R	R	R	R
#55 GOLDUCK TYPE: WATER PAGE 108										
ROUTE 6	10-14	M	M	M	M	M	M	M	M	M
ROUTE 35	20-24	M	M	M	M	M	M	M	M	M
ILEX FOREST	15-19	M	M	M	M	M	M	M	M	M
SILVER CAVE 1F	45	N	N	F	N	N	N	N	N	N
SILVER CAVE 1F-2F	48	N	N	M	M	M	M	M	M	M
SILVER CAVE 2F	48	N	N	N	M	M	M	M	M	M
SILVER CAVE 2F	45	N	N	F	N	N	N	N	N	N
SILVER CAVE (DEEP)	51	N	N	N	F	F	F	F	F	F
#76 GOLEM TYPE: ROCK/GROUND PAGE 89										
EVOLVE FROM GRAVELER (TRADE)										
#210 GRANBULL TYPE: NORMAL PAGE 106										
EVOLVE FROM SNUBBULL (LEV 23)										
ROUTE 6	15	F	F	N	N	N	N	N	N	N
#75 GRAVELER TYPE: ROCK/GROUND PAGE 89										
ROUTE 45	23, 25, 27	N	N	N	M	M	M	N	N	N
ROUTE 45	23-25	N	N	N	N	N	N	M	M	M
ROUTE 45	23	M	M	N	N	N	N	N	N	N
ROUTE 45	23, 25, 27	N	N	M	N	N	N	N	N	N
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	M	M	M	M	M	M	M	M
SILVER CAVE 1F	43	M	M	M	M	M	M	M	M	M
SILVER CAVE 2F	48	M	M	M	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M	M	M	M
VICTORY ROAD	32	N	N	N	M	M	M	M	M	M
VICTORY ROAD	34	M	M	N	N	N	N	N	N	N
VICTORY ROAD	34, 36, 38, 40	N	N	M	N	N	N	N	N	N
#88 GRIMER TYPE: POISON PAGE 104										
ROUTE 16	26, 28	M	M	N	M	M	N	M	M	N
ROUTE 16	26-28	N	N	M	N	N	M	N	N	M
ROUTE 17	27, 29	N	N	N	M	N	N	M	N	N
ROUTE 17	29	N	M	N	N	M	N	N	M	N
ROUTE 17	27-29	N	N	N	N	N	M	N	N	M
ROUTE 17	29, 31, 33	M	N	N	N	N	N	N	N	N

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 17	29-33	N	N	M	N	N	N	N	N	N
ROUTE 18	26, 28	M	M	N	M	M	N	M	M	N
ROUTE 18	26-28	N	N	M	N	N	M	N	N	M
CELADON CITY	15-24	M	M	M	M	M	M	M	M	M

#58 GROWLITHE

TYPE: FIRE — PAGE 106

ROUTE 7	18	N	N	N	M	N	M	N	N	N
ROUTE 7	15, 18	N	N	N	N	M	N	N	N	N
ROUTE 8	18	N	N	N	M	M	F	N	N	N
ROUTE 8	17	M	M	N	N	N	N	N	N	N
ROUTE 35	13	N	N	N	M	M	N	N	N	N
ROUTE 36	13, 15	N	N	N	N	M	N	N	N	N
ROUTE 36	13	N	N	N	M	N	M	N	N	N
ROUTE 36	5	M	M	N	N	N	N	N	N	N
ROUTE 37	14, 16	M	M	N	N	M	N	N	N	N
ROUTE 37	14	N	N	N	M	N	M	N	N	N

#130 GYARADOS

TYPE: WATER/FLYING — PAGE 96

LAKE OF RAGE	20, 40	R	R	R	R	R	R	R	R	R
LAKE OF RAGE	15-19	M	M	M	M	M	M	M	M	M
FUCHSIA CITY	20, 40	R	R	R	R	R	R	R	R	R
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#93 HAUNTER

TYPE: GHOST/POISON — PAGE 93

ROUTE 8	20	N	N	N	N	N	M	N	N	M
ROUTE 8	17	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B1	17	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B2	15	N	N	F	N	N	N	N	N	N

#214 HERACROSS

TYPE: BUG/FIGHTING — PAGE 104

JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB	HB

#107 HITMONCHAN

TYPE: FIGHTING — PAGE 110

EVOLVE FROM TYROGUE (LEV 20)
(ATTACK<DEFENSE)

#106 HITMONLEE

TYPE: FIGHTING — PAGE 110

EVOLVE FROM TYROGUE (LEV 20)
(ATTACK>DEFENSE)

#237 HITMONTOP

TYPE: FIGHTING — PAGE 110

EVOLVE FROM TYROGUE (LEV 20)
(ATTACK=DEFENSE)

#250 HO-OH

TYPE: FIRE/FLYING — PAGE 132

TIN TOWER ROOF	40	N	N	N	EVENT	EVENT	EVENT	N	N	N
TIN TOWER ROOF	70	N	N	N	N	N	N	EVENT	EVENT	EVENT
TIN TOWER ROOF	60	EVENT	EVENT	EVENT	N	N	N	N	N	N

#163 HOOTHOOT

TYPE: NORMAL/FLYING — PAGE 86

JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 1	2-4	N	N	M	N	N	M	N	N	M
ROUTE 2	3, 5	N	N	M	N	N	M	N	N	M
ROUTE 5	13	N	N	M	N	N	N	N	N	N
ROUTE 25	10	N	N	M	N	N	N	N	N	N
ROUTE 29	2-4	N	N	N	N	N	M	N	N	M
ROUTE 29	2, 3	N	N	M	N	N	N	N	N	N
ROUTE 30	4	N	N	N	N	N	M	N	N	N
ROUTE 30	2, 4	N	N	N	N	N	N	N	N	M
ROUTE 30	3, 4	N	N	M	N	N	N	N	N	N
ROUTE 31	5	N	N	M	N	N	M	N	N	N
ROUTE 31	3, 5	N	N	N	N	N	N	N	N	M
ROUTE 32	7	N	N	F	N	N	N	N	N	N
ROUTE 34	12	N	N	M	N	N	N	N	N	N
ROUTE 35	14	N	N	M	N	N	F	N	N	F

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 36	13, 15	N	N	N	N	N	M	N	N	M
ROUTE 36	4, 5	N	N	M	N	N	N	N	N	N
ROUTE 37	15	N	N	M	N	N	M	N	N	N
ROUTE 37	13, 15	N	N	N	N	N	N	N	N	M
ILEX FORREST	7	N	N	F	N	N	N	N	N	N
NATIONAL PARK	10, 12, 14	N	N	N	N	N	M	N	N	M
NATIONAL PARK	13, 15	N	N	M	N	N	N	N	N	N

#187 HOPPIP

TYPE: GRASS/FLYING — PAGE 95

ROUTE 11	14,16	M	M	N	N	N	N	N	N	N
ROUTE 13	22, 24	N	N	N	M	M	N	M	M	N
ROUTE 13	25,27	M	M	N	N	N	N	N	N	N
ROUTE 14	24	N	N	N	M	M	N	M	M	N
ROUTE 14	28	M	M	N	N	N	N	N	N	N
ROUTE 15	22, 24	N	N	N	M	M	N	M	M	N
ROUTE 15	25,27	M	M	N	N	N	N	N	N	N
ROUTE 29	3	F	F	N	N	N	N	N	N	N
ROUTE 30	4	F	F	N	N	N	N	N	N	N
ROUTE 31	5	F	F	N	N	N	N	N	N	N
ROUTE 32	6	N	N	N	M	M	N	M	M	N
ROUTE 32	6, 7	M	M	N	N	N	N	N	N	N
ROUTE 33	6, 8	N	N	N	M	M	N	M	M	N
ROUTE 33	6, 7	M	M	N	N	N	N	N	N	N

#116 HORSEA

TYPE: WATER — PAGE 119

WHIRL ISLANDS 1F	20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B2	20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	15-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B3	20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	15-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B4	20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	15-24	M	M	M	M	M	M	M	M	M

#229 HOUNDOOM

TYPE: DARK/FIRE — PAGE 123

EVOLVE FROM HOUNDOUR (LEV 24)

#228 HOUNDOUR

TYPE: DARK/FIRE — PAGE 123

ROUTE 7	15	N	N	N	N	N	F	N	N	F
ROUTE 7	18	N	N	M	N	N	N	N	N	N

#97 HYPNO

TYPE: PSYCHIC — PAGE 98

ROUTE 11	16	N	N	F	M	M	M	M	M	M

#174 IGGLYBUFF

TYPE: NORMAL — PAGE 90

MUST HATCH AT POKéMON
BREEDING CENTER

#2 IVYSAUR

TYPE: GRASS/POISON — PAGE 127

EVOLVE FROM BULBASAUR (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#39 JIGGLYPUFF

TYPE: NORMAL — PAGE 91

ROUTE 3	6	N	N	N	M	M	M	M	M	M
ROUTE 4	6	N	N	N	M	M	M	M	M	M
ROUTE 5	14	F	F	F	N	N	N	N	N	N
ROUTE 6	12	F	F	F	N	N	N	N	N	N
ROUTE 7	18	F	F	F	N	N	N	N	N	N
ROUTE 8	16	F	F	F	N	N	N	N	N	N
ROUTE 34	12	F	F	F	N	N	N	N	N	N
ROUTE 35	12	F	F	F	N	N	N	N	N	N

#135 JOLTEON

TYPE: ELECTRIC — PAGE 118

EVOLVE FROM EEVEE (THUNDERSTONE)

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#189 JUMPLUFF					TYPE: GRASS/FLYING			PAGE 95		
EVOLVE FROM SKIPLOOM (LEV 27)										
#124 JYNX					TYPE: ICE/PSYCHIC			PAGE 111		
ICE PATH 1F	22	N	N	N	F	N	F	F	N	F
ICE PATH 1F	20, 22	N	N	N	N	M	N	N	M	N
ICE PATH B1	22	F	F	N	F	N	F	F	N	F
ICE PATH B1	20, 22	N	N	N	N	M	N	N	M	N
ICE PATH B2	23	N	N	N	F	N	F	F	N	F
ICE PATH B2	21, 23	N	N	N	N	M	N	N	M	N
ICE PATH B2	22, 24	F	F	N	N	N	N	N	N	N
ICE PATH B3	24	N	N	N	F	N	F	F	N	F
ICE PATH B3	22, 24	N	N	N	N	M	N	N	M	N
ICE PATH B3	22, 24, 26	F	M	N	N	N	N	N	N	N
#140 KABUTO					TYPE: ROCK/WATER			PAGE 126		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N
#141 KABUTOPS					TYPE: ROCK/WATER			PAGE 126		
EVOLVE FROM KABUTO (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N
#64 KADABRA					TYPE: PSYCHIC			PAGE 99		
ROUTE 8	15	N	N	N	F	F	F	F	F	F
ROUTE 8	18	F	F	F	N	N	N	N	N	N
#14 KAKUNA					TYPE: BUG/POISON			PAGE 88		
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	HB	HB	HB
ROUTE 2	5	N	N	N	N	N	N	M	M	N
ROUTE 30	4	N	N	N	N	N	N	M	N	N
ROUTE 30	4, 5	N	N	N	N	N	N	N	M	N
ROUTE 31	5	N	N	N	N	N	N	M	N	N
ROUTE 31	5, 6	N	N	N	N	N	N	N	M	N
ILEX FOREST	6	N	N	N	N	N	N	M	N	N
ILEX FOREST	5, 6	N	N	N	N	N	N	N	M	N
ILEX FOREST	7	M	M	N	N	N	N	N	N	N
NATIONAL PARK	10	N	N	N	N	N	N	M	M	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#115 KANGASKHAN					TYPE: NORMAL			PAGE 122		
ROCK TUNNEL B2	14	N	N	N	F	F	F	F	F	F
ROCK TUNNEL B2	15	F	F	N	N	N	N	N	N	N
#230 KINGDRA					TYPE: WATER/DRAGON			PAGE 119		
EVOLVE FROM SEADRA (TRADE+DRAGON SCALE)										
#99 KINGLER					TYPE: WATER			PAGE 114		
ROUTE 19	40	R	R	R	R	R	R	R	R	R
ROUTE 34	40	R	R	R	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS 1F	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R	R	R	R
CERULEAN CITY (GYM)	40	N	N	N	R	R	R	R	R	R
CHERRYGROVE CITY	40	R	R	R	R	R	R	R	R	R
#109 KOFFING					TYPE: POISON			PAGE 104		
MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
BURNED TOWER 1F	14, 16	N	N	N	M	M	M	M	M	M
BURNED TOWER 1F	14	M	M	M	N	N	N	N	N	N
BURNED TOWER B1	14, 16	N	N	N	M	M	M	M	M	M
BURNED TOWER B1	12, 14, 16	M	M	M	N	N	N	N	N	N
#98 KRABBY					TYPE: WATER			PAGE 114		
JOHTO	15	N	N	N	RS	RS	RS	RS	RS	RS
ROUTE 19	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 34	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 40	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 40	15	RS	RS	RS	N	N	N	N	N	N
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS 1F	10, 20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS 1F	22, 24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B1	22, 24	M	M	M	N	N	N	N	N	N
WHIRL ISLANDS B2	10, 20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	23, 25	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B2	22, 24, 26	M	M	M	N	N	N	N	N	N
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B3	22, 24, 26	M	M	M	N	N	N	N	N	N
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B4	25, 27	M	M	M	N	N	N	N	N	N
ICE PATH	15	RS	RS	RS	N	N	N	N	N	N
CIANWOOD CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
CIANWOOD CITY	15	RS	RS	RS	N	N	N	N	N	N
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20, 40	N	N	N	R	R	R	R	R	R
CHERRYGROVE CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
#171 LANTURN					TYPE: WATER/ELECTRIC			PAGE 116		
ROUTE 20	40	R	R	R	R	R	R	R	R	R
ROUTE 21	40	R	R	R	R	R	R	R	R	R
ROUTE 26	40	R	R	R	R	R	R	R	R	R
ROUTE 27	40	R	R	R	R	R	R	R	R	R
ROUTE 41	40	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	40	R	R	R	R	R	R	R	R	R
VERMILION CITY	40	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	40	R	R	R	R	R	R	R	R	R
CINNABAR ISLAND	40	R	R	R	R	R	R	R	R	R
PALLET TOWN	40	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	40	R	R	R	R	R	R	R	R	R
#131 LAPRAS					TYPE: WATER/ICE			PAGE 125		
UNION CAVE B2	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#246 LARVITAR					TYP : ROCK/GROUND			PAGE 132		
SILVER CAVE	15, 20	F	F	N	F	F	F	F	F	F
SILVER CAVE 1F-2F	15, 20	F	F	N	F	F	F	F	F	F
SILVER CAVE 2F (SMALL ROOM)	15, 20	N	N	N	F	F	F	F	F	F
SILVER CAVE 2F	15, 20	M	M	N	F	F	F	F	F	F
CELADON CITY (GAME CORNER)	40	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N
#166 LEDIAN					TYPE: BUG/FLYING			PAGE 88		
ROUTE 2	7	F	N	N	N	N	N	F	N	N
ROUTE 37	15	F	N	N	N	N	N	N	N	N
#165 LEDYBA					TYPE: BUG/FLYING			PAGE 88		
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 2	3	M	N	N	N	N	N	M	N	N
ROUTE 30	3	M	N	N	N	N	N	M	N	N
ROUTE 31	4	M	N	N	N	N	N	M	N	N
ROUTE 36	4	M	N	N	N	N	N	N	N	N
ROUTE 37	13, 15	N	N	N	N	N	N	M	N	N
ROUTE 37	13	M	N	N	N	N	N	N	N	N
NATIONAL PARK	14	M	N	N	N	N	N	N	N	N

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#108 LICKITUNG	TYPE: NORMAL									PAGE 117
ROUTE 44	24, 26	N	N	N	M	M	M	M	M	M
ROUTE 44	22, 24, 26	M	M	N	N	N	N	N	N	N
#249 LUGIA	TYPE: PSYCHIC/FLYING									PAGE 132
WHIRL ISLANDS B4	70	N	N	N	EVENT	EVENT	EVENT	N	N	N
WHIRL ISLANDS B4	40	N	N	N	N	N	N	EVENT	EVENT	EVENT
WHIRL ISLANDS B4	60	EVENT	EVENT	EVENT	N	N	N	N	N	N
#68 MACHAMP	TYPE: FIGHTING									PAGE 109
EVOLVE FROM MACHOKE (TRADE)										
#67 MACHOKE	TYPE: FIGHTING									PAGE 109
ROCK TUNNEL B1	14	N	N	N	F	F	F	F	F	F
ROCK TUNNEL B1	15	F	F	N	N	N	N	N	N	N
SILVER CAVE 1F-2F	48	M	M	N	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	32	M	M	N	M	M	M	M	M	M
#66 MACHOP	TYPE: FIGHTING									PAGE 109
ROCK TUNNEL B1	12	M	M	N	M	M	M	M	M	M
GOLDENROD CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MT. MORTAR 1F (INSIDE)	13, 15	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	15	M	M	N	N	N	N	N	N	N
MT. MORTAR 1F-2F	14	M	M	N	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	28	F	F	N	F	F	F	F	F	F
MT. MORTAR B1	16	M	M	N	M	M	M	M	M	M
#240 MAGBY	TYPE: FIRE									PAGE 111
MUST HATCH AT POKéMON BREEDING CENTER										
#219 MAGCARGO	TYPE: FIRE/ROCK									PAGE 124
EVOLVE FROM SLUGMA (LEV 38)										
#129 MAGIKARP	TYPE: WATER									PAGE 96
ROUTE 4	10, 20, 40	N	N	N	R	R	R	R	R	R
ROUTE 6	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 9	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 10	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 12	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 13	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 19	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 20	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 21	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 24	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 25	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 26	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 27	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 28	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 30	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 31	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 34	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 35	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 40	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 41	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 42	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 43	10-24	M	M	M	M	M	M	M	M	M
ROUTE 44	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 45	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 45	5-9	M	M	M	M	M	M	M	M	M
ROUTE 45	15-24	M	M	M	M	M	M	M	M	M
OLIVINE CITY	10, 20	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R	R	R	R

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R	R	R	R
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R	R	R	R
LAKE OF RAGE	10-19	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS 1F	10, 20	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	10, 20	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	10, 20	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	10, 20	R	R	R	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	N	N	N	R	R	R	R	R	R
VIOLET CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY	10, 20	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	R	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. SILVER	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R	R	R	R
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
FUCHSIA CITY	10-24	M	M	M	M	M	M	M	M	M
CIANWOOD CITY	10, 20	R	R	R	R	R	R	R	R	R
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R	R	R	R
UNION CAVE B2	10, 20	R	R	R	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R	R	R	R
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
CERULEAN CITY	10, 20, 40	N	N	N	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20	N	N	N	R	R	R	R	R	R
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
BLACKTHORN CITY	5-19	M	M	M	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R	R	R	R
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R	R	R	R
CHERRYGROVE CITY	10, 20	R	R	R	R	R	R	R	R	R
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R	R	R	R
DRAGON'S DEN	10-19	M	M	M	M	M	M	M	M	M
NEW BARK TOWN	10, 20	R	R	R	R	R	R	R	R	R
#126 MAGMAR	TYPE: FIRE									PAGE 111
BURNED TOWER B1	14	N	N	N	F	N	F	F	N	F
BURNED TOWER B1	16	N	N	N	N	F	N	N	F	N
SILVER CAVE 1F	45	M	M	N	N	N	N	N	N	N
#81 MAGNEMITE	TYPE: ELECTRIC/STEEL									PAGE 105
ROUTE 6	15	N	N	N	M	M	M	M	M	M
ROUTE 6	14	M	M	M	N	N	N	N	N	N
ROUTE 11	15	M	M	M	M	M	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M	M	M	M
ROUTE 39	16	M	M	M	M	M	M	M	M	M
#82 MAGNETON	TYPE: ELECTRIC/STEEL									PAGE 105
EVOLVE FROM MAGNEMITE (LEV 30)										
ROUTE 10	-	TRADE	TRADE	TRADE	N	N	N	N	N	N
#56 MANKEY	TYPE: FIGHTING									PAGE 108
ROUTE 9	13	N	N	N	M	M	M	N	N	N
ROUTE 42	15	N	N	N	M	M	M	N	N	N
#226 MANTINE	TYPE: WATER/FLYING									PAGE 121
ROUTE 41	20-24	M	M	M	M	M	M	N	N	N

#179 MAREEP

TYPE: ELECTRIC — PAGE 92

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 32	6	N	N	N	M	M	M	M	M	M
ROUTE 42	13	N	N	N	M	M	M	N	N	N
ROUTE 42	13, 15	N	N	N	N	N	N	M	M	M
ROUTE 43	15	N	N	N	M	M	F	M	M	F

#183 MARILL

TYPE: WATER — PAGE 107

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 42	15	N	N	F	N	N	N	N	N	N
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M	M	M	M
MT. MORTAR 1F-2F	13, 15	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F-2F	15	N	N	N	F	F	F	F	F	F
MT. MORTAR 1F-2F	14	N	N	M	N	N	N	N	N	N
MT. MORTAR 1F (INSIDE)	15	N	N	F	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	28	N	N	F	N	N	N	N	N	N
MT. MORTAR B1	20-24	M	M	M	N	N	N	N	N	N
MT. MORTAR B1	16	N	N	M	N	N	N	N	N	N

#105 MAROWAK

TYPE: GROUND — PAGE 122

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 9	18	F	F	N	N	N	N	N	N	N
ROUTE 10	15	F	F	N	N	N	N	N	N	N
ROCK TUNNEL B1	12	F	F	N	N	N	N	N	N	N
ROCK TUNNEL B2	14	N	N	N	F	F	F	F	F	F
ROCK TUNNEL B2	15	F	F	N	N	N	N	N	N	N

#154 MEGANIUM

TYPE: GRASS — PAGE 83

EVOLVE FROM BAYLEEF (LEV 32)

#52 MEOWTH

TYPE: NORMAL — PAGE 108

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 5	14	N	N	N	N	N	N	M	M	M
ROUTE 5	13	N	N	M	N	N	N	N	N	N
ROUTE 6	14	N	N	N	N	N	N	M	M	M
ROUTE 6	13	N	N	M	N	N	N	N	N	N
ROUTE 7	17	N	N	M	N	N	N	M	M	M
ROUTE 8	17	N	N	M	N	N	N	M	M	M
ROUTE 11	13	N	N	M	N	N	N	N	N	N
ROUTE 38	16	N	N	M	N	N	N	M	M	M
ROUTE 39	16	N	N	M	N	N	N	M	M	M

#11 METAPOD

TYPE: BUG — PAGE 87

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	N	N	N
ROUTE 2	5	N	N	N	M	M	N	N	N	N
ROUTE 24	12	M	N	N	N	N	N	N	N	N
ROUTE 25	12	M	M	M	N	N	N	N	N	N
ROUTE 30	4	N	N	N	M	N	N	N	N	N
ROUTE 30	4, 5	N	N	N	N	M	N	N	N	N
ROUTE 31	5	N	N	N	M	N	N	N	N	N
ROUTE 31	5, 6	N	N	N	N	M	N	N	N	N
ILEX FOREST	6	N	N	N	M	N	N	N	N	N
ILEX FOREST	5, 6	N	N	N	N	M	N	N	N	N
ILEX FOREST	7	M	M	N	N	N	N	N	N	N
NATIONAL PARK	10	N	N	N	M	M	N	N	N	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#151 MEW

TYPE: PSYCHIC — PAGE 133

MEW MUST BE GIVEN TO YOU BY NINTENDO. IT DOES NOT APPEAR IN ANY GAME.

CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
N	N	N	N	N	N	N	N	N

#150 MEWTWO

TYPE: PSYCHIC — PAGE 133

MUST BE TRADED FROM RED, BLUE OR YELLOW

CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
N	N	N	N	N	N	N	N	N

#241 MILTANK

TYPE: NORMAL — PAGE 111

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 38	13	F	F	N	F	F	F	F	F	F
ROUTE 39	15	F	F	N	F	F	F	F	F	F

#200 MISDREAVUS

TYPE: GHOST — PAGE 124

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
SILVER CAVE 1F-2F	45	N	N	F	N	N	M	N	N	M
SILVER CAVE 2F (SMALL ROOM)	45	N	N	M	N	N	M	N	N	M

#146 MOLTRES

TYPE: FIRE/FLYING — PAGE 130

MUST BE TRADED FROM RED, BLUE OR YELLOW

CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
N	N	N	N	N	N	N	N	N

#122 MR. MIME

TYPE: PSYCHIC — PAGE 112

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 21	28	N	N	N	F	N	F	F	N	F
ROUTE 21	28, 30	M	M	N	N	M	N	N	M	N
CELADON CITY (GAME CORNER)	15	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#89 MUK

TYPE: POISON — PAGE 104

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 16	30	F	F	F	F	F	F	F	F	F
ROUTE 17	32	N	N	N	F	F	N	F	F	N
ROUTE 17	30, 32	N	N	N	N	N	M	N	N	M
ROUTE 17	33	F	F	F	N	N	N	N	N	N
ROUTE 18	30	F	F	F	F	F	N	F	F	N
ROUTE 18	26-28	N	N	N	N	N	M	N	N	M
CELADON CITY	15-19	M	M	M	M	M	M	M	M	M

#198 MURKROW

TYPE: DARK/FLYING — PAGE 123

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 7	17, 19	N	N	N	N	N	M	N	N	N
ROUTE 7	17	N	N	M	N	N	N	N	N	M
ROUTE 16	28	N	N	M	N	N	M	N	N	M
ROUTE 16	29	N	N	M	N	N	N	N	N	N

#177 NATU

TYPE: PSYCHIC/FLYING — PAGE 113

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
RUINS OF ALPH	18, 20, 22, 24	M	M	M	M	M	M	M	M	M

#34 NIDOKING

TYPE: POISON/GROUND — PAGE 101

EVOLVE FROM NIDORINO (MOON STONE)

#31 NIDOQUEEN

TYPE: POISON/GROUND — PAGE 100

EVOLVE FROM NIDORINA (MOON STONE)

#29 NIDORAN♀

TYPE: POISON — PAGE 100

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 35	12	M	M	M	M	M	M	M	M	M
ROUTE 36	12	N	N	N	M	M	M	M	M	M
NATIONAL PARK	12	M	M	N	N	N	N	N	N	N

#32 NIDORAN♂

TYPE: POISON — PAGE 100

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 35	12	M	M	M	M	M	M	M	M	M
ROUTE 36	12	N	N	N	M	M	M	M	M	M
NATIONAL PARK	12	M	M	N	N	N	N	N	N	N

#30 NIDORINA

TYPE: POISON — PAGE 100

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 13	23	M	M	N	M	M	M	M	M	M
ROUTE 14	23	N	N	N	M	M	M	M	M	M
ROUTE 14	26	M	M	N	N	N	N	N	N	N
ROUTE 15	23	M	M	N	M	M	M	M	M	M

#33 NIDORINO

TYPE: POISON — PAGE 101

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 13	23	M	M	N	M	M	M	M	M	M
ROUTE 14	23	N	N	N	M	M	M	M	M	M
ROUTE 14	26	M	M	N	N	N	N	N	N	N
ROUTE 15	23	M	M	N	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
#38 NINETALES	TYPE: FIRE									PAGE 106
EVOLVE FROM VULPIX (FIRE STONE)										
#164 NOCTOWL	TYPE: NORMAL/FLYING									PAGE 86
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 2	7	N	N	M	N	N	M	N	N	M
ROUTE 5	15	N	N	M	N	N	N	N	N	N
ROUTE 8	17, 19	N	N	N	N	N	M	N	N	N
ROUTE 8	19	N	N	N	N	N	N	N	N	M
ROUTE 8	20	N	N	M	N	N	N	N	N	N
ROUTE 13	25	N	N	M	N	N	M	N	N	M
ROUTE 14	25	N	N	N	N	N	M	N	N	M
ROUTE 14	28	N	N	M	N	N	N	N	N	N
ROUTE 15	25	N	N	M	N	N	M	N	N	M
ROUTE 25	12, 14	N	N	M	N	N	N	N	N	N
ROUTE 26	28, 32	N	N	M	N	N	N	N	N	N
ROUTE 27	28, 32	N	N	M	N	N	N	N	N	N
ROUTE 37	15	N	N	F	N	N	N	N	N	N
ROUTE 38	16	N	N	M	N	N	N	N	N	N
ROUTE 39	16	N	N	M	N	N	N	N	N	N
ROUTE 43	16	N	N	M	N	N	N	N	N	N
ROUTE 43	17	N	N	N	N	N	M	N	N	M
#224 OCTILLERY	TYPE: WATER									PAGE 116
EVOLVE FROM REMORAID (LEV 25)										
#43 ODDISH	TYPE: GRASS/POISON									PAGE 97
ROUTE 5	13, 14	N	N	N	N	N	M	N	N	N
ROUTE 5	13	N	N	N	N	N	N	N	N	M
ROUTE 6	13, 14	N	N	N	N	N	M	N	N	N
ROUTE 6	13	N	N	N	N	N	N	N	N	M
ROUTE 24	10	N	N	N	N	N	M	N	N	M
ROUTE 24	10, 12	N	N	M	N	N	N	N	N	N
ROUTE 25	10	N	N	M	N	N	M	N	N	M
ILEX FOREST	5, 6	N	N	N	N	N	M	N	N	M
ILEX FOREST	5, 7	N	N	M	N	N	N	N	N	N
#138 OMANYTE	TYPE: ROCK/WATER									PAGE 126
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N
#139 OMASTAR	TYPE: ROCK/WATER									PAGE 126
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N
#95 ONIX	TYPE: ROCK/GROUND									PAGE 94
ROCK TUNNEL B2	16	M	M	M	M	M	M	M	M	M
VIOLET CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
SILVER CAVE 1F	42	M	M	M	M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	48	M	M	M	M	M	M	M	M	M
VICTORY ROAD	33	M	M	M	N	N	N	N	N	N
VICTORY ROAD	34, 36	N	N	N	M	M	M	M	M	M
UNION CAVE 1F	6	F	F	F	F	F	F	F	F	F
UNION CAVE B1	8	M	M	M	M	M	M	M	M	M
UNION CAVE B2	23	F	F	F	F	F	F	F	F	F
#46 PARAS	TYPE: BUG/GRASS									PAGE 95
ILEX FOREST	5, 6	N	N	N	M	N	M	M	N	M
ILEX FOREST	6	F	F	F	N	F	N	N	F	N
MT. MOON	12	M	M	M	M	M	M	M	M	M
NATIONAL PARK	10-17	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#47 PARASECT	TYPE: BUG/GRASS									PAGE 95
EVOLVE FROM PARAS (LEV 24)										

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
SILVER CAVE 2F (SMALL ROOM)	46, 48, 50, 52	M	M	M	N	N	N	N	N	N
#53 PERSIAN	TYPE: NORMAL									PAGE 108
ROUTE 7	18	N	N	M	N	N	N	N	N	N
ROUTE 7	19	N	N	N	N	N	N	F	F	F
#231 PHANPY	TYPE: GROUND									PAGE 120
ROUTE 45	20	F	N	N	N	N	N	M	M	M
ROUTE 46	2	F	N	N	N	N	N	N	N	N
#172 PICHU	TYPE: ELECTRIC									PAGE 87
MUST HATCH AT POKéMON BREEDING CENTER										
#18 PIDGEOT	TYPE: NORMAL/FLYING									PAGE 85
EVOLVE FROM PIDGEOTTO (LEV 36)										
#17 PIDGEOTTO	TYPE: NORMAL/FLYING									PAGE 85
ROUTE 2	7	N	F	N	F	F	N	N	N	N
ROUTE 8	17, 19	N	N	N	M	M	N	M	M	N
ROUTE 8	19	M	M	N	N	N	N	N	N	N
ROUTE 11	16	M	M	N	N	N	N	N	N	N
ROUTE 13	25	M	M	N	M	M	N	M	M	N
ROUTE 14	25	N	N	N	M	M	N	M	M	N
ROUTE 14	28	M	M	N	N	N	N	N	N	N
ROUTE 15	25	M	M	N	N	N	N	N	N	N
ROUTE 5	15	M	M	N	N	N	N	N	N	N
ROUTE 5	25	N	N	N	M	M	N	M	M	N
ROUTE 25	10	N	N	N	F	N	N	F	N	N
ROUTE 25	12	M	M	N	N	F	N	N	F	N
ROUTE 37	15	F	F	N	N	N	N	N	N	N
ROUTE 37	17	N	N	N	M	M	N	M	M	N
ROUTE 38	16	N	M	N	N	N	N	N	N	N
ROUTE 39	16	M	M	N	N	N	N	N	N	N
ROUTE 43	16	M	M	N	N	N	N	N	N	N
#16 PIDGEY	TYPE: NORMAL/FLYING									PAGE 85
ROUTE 1	2-4	M	M	N	M	M	N	M	M	N
ROUTE 2	3	N	N	N	M	N	N	N	N	N
ROUTE 2	5	M	N	N	N	N	N	N	N	N
ROUTE 2	3, 7	N	N	N	N	M	N	N	M	N
ROUTE 2	3, 5	N	M	N	N	N	N	N	N	N
ROUTE 5	13	M	M	N	N	N	N	N	N	N
ROUTE 5	13-15	N	N	N	M	M	N	N	N	N
ROUTE 5	13, 15	N	N	N	N	N	N	M	M	N
ROUTE 6	13, 14	N	N	N	M	M	N	N	N	N
ROUTE 6	13	N	N	N	N	N	N	M	M	N
ROUTE 25	8	N	N	N	M	N	N	M	N	N
ROUTE 25	10	M	M	N	N	N	N	N	N	N
ROUTE 25	8, 10	N	N	N	N	M	N	N	M	N
ROUTE 29	2-3	M	M	N	N	N	N	N	N	N
ROUTE 29	2-4	N	N	N	M	M	N	M	M	N
ROUTE 30	2, 4	N	N	N	M	M	N	N	M	N
ROUTE 30	3-4	N	M	N	N	N	N	N	N	N
ROUTE 30	4	M	N	N	N	N	N	N	M	N
ROUTE 31	3	N	N	N	M	M	N	N	M	N
ROUTE 31	4-5	N	M	N	N	N	N	N	N	N
ROUTE 31	5	M	N	N	N	N	N	M	N	N
ROUTE 32	7	M	F	N	N	N	N	N	N	N
ROUTE 34	12	M	M	N	N	N	N	N	N	N
ROUTE 35	14	M	M	N	F	F	N	F	F	N
ROUTE 36	4-6	M	M	N	N	N	N	N	N	N
ROUTE 36	14	N	N	N	N	M	N	N	M	N
ROUTE 36	13, 15	N	N	N	M	N	N	M	N	N
ROUTE 37	13, 15	N	M	N	M	M	N	N	M	N
ROUTE 37	15	M	N	N	N	N	N	M	N	N
ILEX FOREST	7	N	N	F	N	N	N	N	N	N

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
NATIONAL PARK	10, 12, 14	N	N	N	M	N	N	M	N	N
NATIONAL PARK	12, 14	N	N	N	N	M	N	N	M	N
NATIONAL PARK	13	M	M	N	N	N	N	N	N	N

#25 PIKACHU

TYPE: ELECTRIC — PAGE 87

ROUTE 2	4	F	F	N	F	F	F	F	F	F
CELADON CITY (GAME CORNER)	25	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N

#221 PILOSWINE

TYPE: ICE/GROUND — PAGE 120

EVOLVE FROM SWINUB (LEV 33)

#204 PINECO

TYPE: BUG — PAGE 99

JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB	HB

#127 PINSIR

TYPE: BUG — PAGE 103

NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#186 POLITOED

TYPE: WATER — PAGE 96

EVOLVE FROM POLIWHIRL (KING'S ROCK + TRADE)

#60 POLIWAG

TYPE: WATER — PAGE 95

ROUTE 6	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 22	3-4	N	N	M	N	N	N	N	N	N
ROUTE 22	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 22	5-14	M	M	M	M	M	M	M	M	M
ROUTE 28	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 28	35-44	N	N	N	M	M	M	M	M	M
ROUTE 28	40-44	M	M	M	N	N	N	N	N	N
ROUTE 30	4	N	N	M	N	N	N	N	N	N
ROUTE 30	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 30	15-24	M	M	M	M	M	M	M	M	M
ROUTE 31	4	N	N	M	N	N	N	N	N	N
ROUTE 31	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 31	15-24	M	M	M	M	M	M	M	M	M
ROUTE 35	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 44	22	N	N	M	N	N	N	N	N	N
ROUTE 44	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 44	20-29	M	M	M	M	M	M	M	M	M
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
ECRUTEAK CITY	15-24	M	M	M	M	M	M	M	M	M
VIOLET CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
VIOLET CITY	15-24	M	M	M	M	M	M	M	M	M
MT. SILVER	10, 20, 40	R	R	R	R	R	R	R	R	R
MT. SILVER	35-39	M	M	M	M	M	M	M	M	M
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R	R	R	R
VIRIDIAN CITY	5-14	M	M	M	M	M	M	M	M	M
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R	R	R	R

#61 POLIWHIRL

TYPE: WATER — PAGE 96

ROUTE 22	10-14	M	M	M	M	M	M	M	M	M
ROUTE 28	35-39	M	M	M	N	N	N	N	N	N
ROUTE 28	40	N	N	M	N	N	N	N	N	N
ROUTE 28	40-44	N	N	N	M	M	M	M	M	M
ROUTE 30	20-24	M	M	M	M	M	M	M	M	M
ROUTE 31	20-24	M	M	M	M	M	M	M	M	M
ROUTE 31	24, 26	N	N	M	N	N	N	N	N	N
ROUTE 44	25-29	M	M	M	M	M	M	M	M	M
ECRUTEAK CITY	20-24	M	M	M	M	M	M	M	M	M
VIOLET CITY	20-24	M	M	M	M	M	M	M	M	M
MT. SILVER	35-44	M	M	M	M	M	M	M	M	M
MT. SILVER	42, 44	N	N	M	N	N	N	N	N	N
VIRIDIAN CITY	10-14	M	M	M	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT

#62 POLIWRATH

TYPE: WATER/FIGHTING — PAGE 96

EVOLVE FROM POLIWHIRL (WATER STONE)

#77 PONYTA

TYPE: FIRE — PAGE 122

ROUTE 22	6	F	F	N	F	F	F	F	F	F
ROUTE 26	32	M	M	N	M	M	M	M	M	M
ROUTE 27	32	F	F	N	F	F	F	F	F	F
ROUTE 28	40	M	M	N	M	M	M	M	M	M
MT. SILVER	42	M	M	N	M	M	M	M	M	M

#137 PORYGON

TYPE: NORMAL — PAGE 125

CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N
CELADON CITY (GAME CORNER)	20	N	N	N	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE

#233 PORYGON2

TYPE: NORMAL — PAGE 125

EVOLVE FROM PORYGON (UP-GRADE + TRADE)

#57 PRIMEAPE

TYPE: FIGHTING — PAGE 108

ROUTE 9	15	N	N	N	F	F	F	N	N	N

#54 PSYDUCK

TYPE: WATER — PAGE 108

ROUTE 6	5-14	M	M	M	M	M	M	M	M	M
ROUTE 6	15	N	N	M	N	N	N	N	N	N
ROUTE 35	13	N	N	M	N	N	N	N	N	N
ROUTE 35	15-24	M	M	M	M	M	M	M	M	M
ILEX FOREST	7	N	N	M	N	N	N	N	N	N
ILEX FOREST	10-19	M	M	M	M	M	M	M	M	M
NATIONAL PARK	12	N	N	M	N	N	N	N	N	N

#247 PUPITAR

TYPE: ROCK/GROUND — PAGE 132

EVOLVE FROM LARVITAR (LEV 30)										
SILVER CAVE 2F (INSIDE)	20	F	F	N	N	N	N	N	N	N

#195 QUAGSIRE

TYPE: WATER/GROUND — PAGE 93

ROUTE 10	16, 17	N	N	N	N	N	M	N	N	M
ROUTE 12	25-29	M	M	M	M	M	M	M	M	M
ROUTE 13	22, 24	N	N	N	N	N	M	N	N	M
ROUTE 13	23, 25	N	N	M	N	N	N	N	N	N
ROUTE 13	25-29	M	M	M	M	M	M	M	M	M
ROUTE 14	22, 24	N	N	N	N	N	M	N	N	M
ROUTE 14	26, 28	N	N	M	N	N	N	N	N	N
ROUTE 15	22, 24	N	N	N	N	N	M	N	N	M
ROUTE 15	23, 25	N	N	M	N	N	N	N	N	N
ROUTE 26	30, 32	N	N	N	N	N	M	N	N	N
ROUTE 26	30	N	N	M	N	N	N	N	N	F
ROUTE 27	28, 30	N	N	M	N	N	M	N	N	N
ROUTE 27	28, 30, 32	N	N	N	N	N	N	N	N	M
ROUTE 32	20-24	M	M	M	M	M	M	M	M	M
RUINS OF ALPH	15-24	M	M	M	M	M	M	M	M	M
RUINS OF ALPH	22	N	N	F	N	N	N	N	N	N
MT. SILVER 1F-2F	45	N	N	N	M	M	M	M	M	M
MT. SILVER 2F (SMALL ROOM)	45	N	N	N	M	M	M	M	M	M
UNION CAVE 1F	15-24	M	M	M	M	M	M	M	M	M
UNION CAVE B1	15-24	M	M	M	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M	M	M	M
UNION CAVE B2	22	N	N	M	N	N	N	N	N	N

#156 QUILAVA

TYPE: FIRE — PAGE 84

EVOLVE FROM CYNDAQUIL (LEV 14)

#211 QWILFISH

TYPE: WATER/POISON — PAGE 113

ROUTE 12	40	R	R	R	R	R	R	R	R	R
ROUTE 13	40	R	R	R	R	R	R	R	R	R

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 32	5, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	N	N	N	N	N	N
ROUTE 32	40	R	R	R	R	R	R	R	R	R

#26 RAICHU

TYPE: ELECTRIC PAGE 87

EVOLVE FROM PIKACHU (THUNDERSTONE)

#243 RAIKOU

TYPE: ELECTRIC PAGE 130

JOHTO	40	RANDOM APPEARANCES AROUND JOHTO								

#78 RAPIDASH

TYPE: FIRE PAGE 122

ROUTE 28	40	M	M	N	N	N	N	N	N	N
ROUTE 28	42	N	N	N	M	M	M	M	M	M
MT. SILVER	44	M	M	N	M	M	M	M	M	M
PEWTER CITY (POKéMON CENTER)	-	N	N	N	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE

#20 RATICATE

TYPE: NORMAL PAGE 86

ROUTE 1	6	N	N	F	N	N	N	N	N	N
ROUTE 3	10	M	M	M	N	N	N	N	N	N
ROUTE 4	10	M	M	M	N	N	N	N	N	N
ROUTE 6	15	M	M	F	N	N	N	N	N	N
ROUTE 7	18	M	M	N	N	N	N	N	N	N
ROUTE 7	19	N	N	N	M	M	M	M	M	M
ROUTE 9	15	M	M	N	M	M	M	M	M	M
ROUTE 9	15, 18	N	N	M	N	N	N	N	N	N
ROUTE 10	15	M	M	M	N	N	N	N	N	N
ROUTE 10	16, 18	N	N	N	M	N	M	M	N	M
ROUTE 10	17	N	N	N	N	M	N	N	M	N
ROUTE 11	13	M	M	N	N	N	N	N	N	N
ROUTE 11	16	N	N	F	N	N	N	N	N	N
ROUTE 21	20	M	M	M	N	N	N	N	N	N
ROUTE 26	28	N	N	N	N	N	N	N	N	M
ROUTE 26	30	F	M	N	F	F	N	N	N	N
ROUTE 26	28, 30	N	N	M	N	N	M	M	M	N
ROUTE 27	28, 30	N	N	N	M	M	M	N	N	N
ROUTE 27	30	M	M	M	N	N	N	M	M	M
ROUTE 38	16	M	M	M	M	M	M	M	M	M
ROUTE 39	16	M	M	M	N	N	N	N	N	N
ROUTE 39	17	N	N	N	M	M	M	M	M	M
ROUTE 42	15	M	M	N	N	N	N	N	N	N
ROUTE 42	16	N	N	M	N	N	N	N	N	N
ROUTE 43	16-17	N	N	M	N	N	N	N	N	N
ROUTE 43	17	F	F	N	N	N	N	N	N	N
MT. MORTAR 1F-2F	16	F	F	F	N	N	N	N	N	N
MT. MORTAR 1F (INSIDE)	14	M	M	N	N	N	N	N	N	N
MT. MORTAR 1F (INSIDE)	15	N	N	M	N	N	N	N	N	N
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M	M	M	M
MT. MORTAR B1	16	N	N	N	F	F	F	F	F	F
MT. MORTAR B1	18	F	F	F	N	N	N	N	N	N
UNION CAVE B2	21	M	M	M	N	N	N	N	N	N
UNION CAVE B2	22	N	N	N	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M	M	M	M
BURNED TOWER 1F	15	F	F	F	F	F	F	F	F	F

#19 RATTATA

TYPE: NORMAL PAGE 86

ROUTE 1	2	M	M	N	M	M	N	M	M	N
ROUTE 1	2-3	N	N	M	N	N	N	N	N	N
ROUTE 1	2, 3, 6	N	N	N	N	N	M	N	N	M
ROUTE 3	5, 10	N	N	M	M	M	N	N	N	N
ROUTE 3	5	M	M	N	N	N	N	M	M	N
ROUTE 3	5, 8, 10	N	N	N	N	N	M	N	N	N
ROUTE 3	5, 8	N	N	N	N	N	N	N	N	M
ROUTE 4	5, 10	N	N	M	M	M	N	N	N	N
ROUTE 4	5	M	M	N	N	N	N	M	M	N
ROUTE 4	8, 10	N	N	N	N	N	M	N	N	N
ROUTE 4	5, 8	N	N	N	N	N	N	N	N	M
ROUTE 7	15, 17, 19	N	N	N	M	N	N	N	N	N
ROUTE 7	15	N	N	N	N	N	N	F	N	N
ROUTE 7	17, 19	N	N	N	N	M	N	N	N	N
ROUTE 7	17	M	M	N	N	N	M	N	N	N
ROUTE 9	15	M	M	M	M	M	N	N	N	N
ROUTE 9	13	N	N	N	N	N	N	M	M	N
ROUTE 9	13, 15	N	N	N	N	N	M	N	N	M
ROUTE 11	15	N	N	N	M	M	M	M	M	M
ROUTE 11	16	F	F	N	N	N	N	N	N	N
ROUTE 21	25	M	M	M	N	N	N	N	N	N
ROUTE 22	3	M	M	M	M	M	N	M	M	N
ROUTE 22	5-7	N	N	M	N	N	N	N	N	N
ROUTE 22	3-5, 7	N	N	N	N	N	M	N	N	M
ROUTE 29	2	F	F	M	N	N	N	N	N	N
ROUTE 29	3	N	N	M	N	N	N	N	N	N
ROUTE 29	4	N	N	N	F	F	N	F	F	N
ROUTE 29	2, 4	N	N	N	N	N	M	N	N	M
ROUTE 30	3, 4	N	N	N	N	N	M	N	N	M
ROUTE 31	4, 5	N	N	N	N	N	M	N	N	M
ROUTE 32	4, 6	N	N	N	M	M	N	N	N	N
ROUTE 32	5	M	M	M	N	N	N	N	N	N
ROUTE 32	6	N	N	N	N	N	N	F	F	N
ROUTE 32	4, 6, 8	N	N	N	N	M	N	N	N	N
ROUTE 32	6, 8	N	N	N	N	N	N	N	M	N
ROUTE 32	4	N	N	N	N	N	M	N	N	N
ROUTE 33	6, 7	N	N	M	M	N	N	N	N	N
ROUTE 33	6	M	M	N	N	N	N	M	N	N
ROUTE 33	6-8	N	N	N	N	M	N	N	N	N
ROUTE 33	6, 8	N	N	N	N	N	N	N	M	N
ROUTE 34	11	M	M	M	N	N	N	N	N	N
ROUTE 34	11, 13	N	N	N	M	M	M	M	M	M
ROUTE 38	16	M	M	N	M	M	M	N	N	N
ROUTE 39	16	M	M	M	M	M	M	N	N	N
ROUTE 42	13	N	N	M	N	N	N	N	N	N
ROUTE 42	15	M	M	N	N	N	N	N	N	N
ROUTE 46	2, 4	N	N	N	M	M	N	M	M	N
ROUTE 46	2-3	M	M	M	N	N	N	N	N	N
ROUTE 46	2-4	N	N	N	N	N	M	N	N	M
TIN TOWER 2F-9F	20-24	M	M	N	M	M	N	M	M	N
TIN TOWER 2F-9F	22-24	N	N	M	N	N	M	N	N	M
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	M	M	M	N	N	N	N	N	N
MT. MORTAR 1F-2F	14, 16	N	N	N	M	M	M	M	M	M
MT. MORTAR B1	16	N	N	N	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	N	M	M	M	N	N	N
UNION CAVE 1F	4, 6	N	N	M	N	N	N	M	M	M
UNION CAVE B1	6	N	N	N	F	F	F	N	N	N
UNION CAVE B1	6, 8	M	M	M	N	N	N	M	M	M
UNION CAVE B2	20	N	N	N	F	F	F	F	F	F
TOHJO FALLS	20	F	F	F	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	N	M	M	N	M	M	N
SPROUT TOWER 2F-3F	3, 5	N	N	M	N	N	M	N	N	M
BURNED TOWER 1F	13, 15	M	M	M	M	M	M	M	M	M
BURNED TOWER B1	14, 16	N	N	N	M	N	M	M	N	M
BURNED TOWER B1	14	M	M	M	N	M	N	N	M	N

#223 REMORAID

TYPE: WATER PAGE 116

ROUTE 44	10, 20, 40	N	N	N	R	R	R	R	R	R
ROUTE 44	40	N	N	N	R	R	R	R	R	R

#112 RHYDON

TYPE: GROUND/ROCK PAGE 123

BLACKTHORN CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
VICTORY ROAD	35	F	F	N	N	N	N	N	N	N

#111 RHYHORN

TYPE: GROUND/ROCK PAGE 123

VICTORY ROAD	35	F	F	N	F	F	F	F	F	F

#27 SANDSHREW

TYPE: GROUND PAGE 91

ROUTE 3	10	F	F	N	N	N	N	N	N	N
ROUTE 4	10	F	F	N	N	N	N	N	N	N
MT. MOON	8	M	M	N	M	M	M	N	N	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	N	N	N	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	N	M	M	M	N	N	N
UNION CAVE B1	8	N	N	N	M	M	M	N	N	N

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#28 SANDSLASH	TYPE: GROUND									PAGE 91
ROUTE 26	28	M	M	N	M	M	M	N	N	N
ROUTE 27	30	N	N	N	F	F	F	N	N	N
MT. MOON	10	N	N	N	F	F	F	N	N	N
VICTORY ROAD	35	F	F	N	N	N	N	N	N	N
#212 SCIZOR	TYPE: BUG/STEEL									PAGE 103
EVOLVE FROM SCYTHER (METAL COAT + TRADE)										
#123 SCYTHER	TYPE: BUG/FLYING									PAGE 103
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#117 SEADRA	TYPE: WATER									PAGE 119
WHIRL ISLANDS 1F	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M	M	M	M
#119 SEAKING	TYPE: WATER									PAGE 96
ROUTE 4	40	N	N	N	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M	M	M	M
ROUTE 24	40	R	R	R	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R	R	R	R
ROUTE 25	10-14	M	M	M	M	M	M	M	M	M
ROUTE 42	40	R	R	R	R	R	R	R	R	R
ROUTE 42	20-24	M	M	M	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	N	N	N	N	N	N
SILVER CAVE 1F-2F	35-44	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R	R	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M	M	M	M	M	M
MT. MORTAR B1	40	R	R	R	R	R	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M	M	M	M	M	M
UNION CAVE 1F	40	R	R	R	R	R	R	R	R	R
UNION CAVE B1	40	R	R	R	R	R	R	R	R	R
TOHJO FALLS	40	R	R	R	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M	M	M	M
CERULEAN CITY	40	N	N	N	R	R	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R	R	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R	R	R	R	R	R
#86 SEEL	TYPE: WATER									PAGE 116
WHIRL ISLANDS 1F	22, 24	M	M	N	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B1	22-25	M	M	N	N	N	N	N	N	N
WHIRL ISLANDS B2	23, 25	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B2	22, 24, 26	M	M	N	N	N	N	N	N	N
WHIRL ISLANDS B3	22, 24	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B3	22, 24, 26	M	M	N	N	N	N	N	N	N
WHIRL ISLANDS B4	24, 26	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B4	24-27	M	M	N	N	N	N	N	N	N
#161 SENTRET	TYPE: NORMAL									PAGE 86
ROUTE 1	3	M	M	N	M	M	N	M	M	N
ROUTE 29	2, 3	M	M	N	M	M	N	M	M	N
ROUTE 43	15	M	M	N	N	N	N	N	N	N
#90 SHELLDER	TYPE: WATER									PAGE 115
ROUTE 20	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R	R	R	R
CINNABAR ISLAND	20, 40	R	R	R	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R	R	R	R
#213 SHUCKLE	TYPE: BUG/ROCK									PAGE 114
JOHTO	15	N	N	N	RS	RS	N	RS	RS	N
ROUTE 40	15	RS	RS	N	N	N	N	N	N	N
ICE PATH B3	15	RS	RS	N	N	N	N	N	N	N
CIANWOOD CITY	15	RS	RS	N	N	N	N	N	N	N
CIANWOOD CITY	15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#227 SKARMORY	TYPE: STEEL/FLYING									PAGE 121
ROUTE 45	27	F	F	N	N	N	N	F	F	F
#188 SKIPLOOM	TYPE: GRASS/FLYING									PAGE 95
ROUTE 14	26	N	N	N	M	M	N	M	M	N
ROUTE 14	30	M	M	N	N	N	N	N	N	N
#80 SLOWBRO	TYPE: WATER/PSYCHIC									PAGE 97
SLOWPOKE WELL B2	20-24	M	M	M	M	M	M	M	M	M
#199 SLOWKING	TYPE: WATER/PSYCHIC									PAGE 97
EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)										
#79 SLOWPOKE	TYPE: WATER/PSYCHIC									PAGE 97
TOHJO FALLS	20-24	M	M	M	M	M	M	M	M	M
TOHJO FALLS	21, 23	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B1	6, 8	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B1	10-24	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B2	21, 23	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B2	15-24	M	M	M	M	M	M	M	M	M
#218 SLUGMA	TYPE: FIRE									PAGE 124
ROUTE 16	27	N	N	N	F	F	F	F	F	F
ROUTE 16	29	N	F	N	N	N	N	N	N	N
ROUTE 17	29	N	M	N	F	N	F	F	N	F
ROUTE 17	25, 27	N	N	N	N	M	N	N	M	N
ROUTE 17	32	N	M	N	N	N	N	N	N	N
ROUTE 18	27	N	N	N	F	F	F	F	F	F
ROUTE 18	29	N	F	N	N	N	N	N	N	N
#235 SMEARGLE	TYPE: NORMAL									PAGE 112
RUINS OF ALPH	20, 22	M	M	N	M	M	M	M	M	M
#238 SMOOCHUM	TYPE: ICE/PSYCHIC									PAGE 111
MUST HATCH AT POKéMON BREEDING CENTER										

#215 SNEASEL

TYPE: DARK/ICE — PAGE 124

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 28	40	N	N	N	N	N	M	N	N	M
ICE PATH B1	22	N	N	F	N	N	N	N	N	N
ICE PATH B2	22, 24	N	N	F	N	N	N	N	N	N
ICE PATH B3	22, 24, 26	N	N	M	N	N	N	N	N	N
MT. SILVER	38, 42	N	N	N	N	N	M	N	N	M

#143 SNORLAX

TYPE: NORMAL — PAGE 127

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
VERMILION CITY	50	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#209 SNUBBULL

TYPE: NORMAL — PAGE 106

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 5	13	M	M	N	N	N	N	N	N	N
ROUTE 6	13	M	M	N	N	N	N	N	N	N
ROUTE 7	18	M	M	N	N	N	N	N	N	N
ROUTE 8	17	M	M	N	N	N	N	N	N	N
ROUTE 34	10	M	M	N	N	N	N	N	N	N
ROUTE 35	12	M	M	N	N	N	N	N	N	N
ROUTE 38	16	N	N	N	M	M	M	M	M	M
ROUTE 38	13	N	N	N	F	F	F	F	F	F

#21 SPEAROW

TYPE: NORMAL/FLYING — PAGE 85

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB	HB
ROUTE 3	5	M	M	N	N	N	N	N	N	N
ROUTE 3	5, 8	N	N	N	M	M	N	M	M	N
ROUTE 4	5, 8	N	N	N	M	M	N	M	M	N
ROUTE 4	5	M	M	N	N	N	M	N	N	N
ROUTE 7	17	M	M	N	M	M	N	M	M	N
ROUTE 9	13	N	N	N	M	M	N	M	M	N
ROUTE 9	15	M	M	N	N	N	N	M	M	N
ROUTE 10	15	M	M	N	N	N	N	N	N	N
ROUTE 10	16	N	N	N	M	M	N	M	M	N
ROUTE 22	3, 5	M	M	M	M	M	N	M	M	N
ROUTE 33	6	M	M	N	M	M	N	M	M	N
ROUTE 42	14	M	M	N	N	N	N	N	N	N
ROUTE 42	14, 16	N	N	N	M	M	N	M	M	N
ROUTE 46	2	M	M	N	N	N	N	N	N	N
ROUTE 46	2, 3	N	N	N	M	M	N	M	M	N

#167 SPINARAK

TYPE: BUG/POISON — PAGE 88

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 2	3	N	N	M	N	N	M	N	N	N
ROUTE 30	3	N	N	M	N	N	M	N	N	N
ROUTE 31	4	N	N	M	N	N	M	N	N	N
ROUTE 36	4	N	N	M	N	N	N	N	N	N
ROUTE 37	13	N	N	M	N	N	N	N	N	N
ROUTE 37	13, 15	N	N	N	N	N	M	N	N	N

#7 SQUIRTLE

TYPE: WATER — PAGE 128

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N

#234 STANTLER

TYPE: NORMAL — PAGE 107

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 36	13	N	N	N	F	F	F	F	F	F
ROUTE 37	15	N	N	N	M	M	M	M	M	M
ROUTE 37	14, 16	N	N	M	N	N	N	N	N	N

#121 STARMIE

TYPE: WATER/PSYCHIC — PAGE 115

EVOLVE FROM STARYU (WATER STONE)

#120 STARYU

TYPE: WATER — PAGE 115

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 19	20, 40	N	N	R	N	N	R	N	N	R
ROUTE 34	20, 40	N	N	R	N	N	R	N	N	R
ROUTE 40	20, 40	N	N	R	N	N	R	N	N	R
OLIVINE CITY	20, 40	N	N	R	N	N	R	N	N	R
CIANWOOD CITY	20, 40	N	N	R	N	N	R	N	N	R
UNION CAVE B1	20, 40	N	N	N	N	N	R	N	N	R
UNION CAVE B2	20, 40	N	N	R	N	N	N	N	N	N
CERULEAN CITY (GYM)	20, 40	N	N	N	N	N	R	N	N	R
CHERRYGROVE CITY	20, 40	N	N	R	N	N	R	N	N	R

#208 STEELIX

TYPE: STEEL/GROUND — PAGE 94

EVOLVE FROM ONIX (METAL COAT + TRADE)

#185 SUDOWOODO

TYPE: ROCK — PAGE 102

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 36	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#245 SUICUNE

TYPE: WATER — PAGE 131

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO		RANDOM APPEARANCES AROUND JOHTO (G&S)								
TIN TOWER 1F	40	EVENT	EVENT	EVENT	N	N	N	N	N	N

#192 SUNFLORA

TYPE: GRASS — PAGE 101

EVOLVE FROM SUNKERN (SUN STONE)

#191 SUNKERN

TYPE: GRASS — PAGE 101

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 24	10	N	N	N	N	M	N	N	M	N
ROUTE 24	12	N	M	N	N	N	N	N	N	N
NATIONAL PARK	11, 13	N	N	N	N	M	N	N	M	N
NATIONAL PARK	14	N	M	N	N	N	N	N	N	N

#220 SWINUB

TYPE: ICE/GROUND — PAGE 120

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ICE PATH 1F	21, 23	M	M	N	M	M	M	M	M	M
ICE PATH B1	21, 23	N	N	N	M	M	M	M	M	M
ICE PATH B1	22, 24	M	M	N	N	N	N	N	N	N
ICE PATH B2	22, 24	N	N	N	M	M	M	M	M	M
ICE PATH B2	23, 25	M	M	N	N	N	N	N	N	N
ICE PATH B3	23, 25	N	N	N	M	M	M	M	M	M
ICE PATH B3	24, 26	M	M	N	N	N	N	N	N	N

#114 TANGELA

TYPE: GRASS — PAGE 117

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 21	20, 25, 30, 35	N	N	N	M	M	M	M	M	M
ROUTE 21	30, 35	M	M	N	N	N	N	N	N	N
ROUTE 21	28, 30, 35	N	N	M	N	N	N	N	N	N
ROUTE 28	39	M	M	M	M	M	M	M	M	M
ROUTE 44	23	M	M	M	M	M	M	M	M	M
MT. SILVER	41	M	M	M	M	M	M	M	M	M

#128 TAUROS

TYPE: NORMAL — PAGE 110

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 38	13	F	F	N	F	F	F	F	F	F
ROUTE 39	15	F	F	N	F	F	F	F	F	F

#216 TEDDIURSA

TYPE: NORMAL — PAGE 120

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 45	20	N	N	N	M	M	M	N	N	N
DARK CAVE (VIOLET CITY SIDE)	2	F	N	N	N	N	N	N	N	N
DARK CAVE (BLACKTHORN CITY SIDE)	20	F	N	N	N	N	N	N	N	N

#72 TENTACOOL

TYPE: WATER/POISON — PAGE 114

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 12	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 12	25-29	M	M	M	M	M	M	M	M	M
ROUTE 13	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 13	25-29	M	M	M	M	M	M	M	M	M
ROUTE 19	30-39	N	N	N	M	M	M	M	M	M
ROUTE 20	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 20	30-39	M	M	M	M	M	M	M	M	M
ROUTE 21	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 21	30-39	M	M	M	M	M	M	M	M	M
ROUTE 26	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 26	25-34	M	M	M	M	M	M	M	M	M
ROUTE 27	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 27	15-24	M	M	M	M	M	M	M	M	M

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 32	10, 20, 40	R	R	R	R	R	R	R	R	R
ROUTE 32	15-19	M	M	M	M	M	M	M	M	M
ROUTE 34	15-24	M	M	M	M	M	M	M	M	M
ROUTE 40	15-24	M	M	M	M	M	M	M	M	M
ROUTE 41	10, 20	R	R	R	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M	M	M	M
OLIVINE CITY	15-24	M	M	M	M	M	M	M	M	M
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	15-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M	M	M	M
VERMILION CITY	10, 20	R	R	R	R	R	R	R	R	R
VERMILION CITY	30-39	M	M	M	M	M	M	M	M	M
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	30-39	M	M	M	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	R	R	R	R	R	R	R	R	R
CINNABAR ISLAND	30-39	M	M	M	M	M	M	M	M	M
CIANWOOD CITY	15-24	M	M	M	M	M	M	M	M	M
UNION CAVE B2	15-19	M	M	M	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R	R	R	R
PALLET TOWN	30-39	M	M	M	M	M	M	M	M	M
CHERRYGROVE CITY	15-24	M	M	M	M	M	M	M	M	M
NEW BARK TOWN	10, 20	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	15-24	M	M	M	M	M	M	M	M	M

#73 TENTACRUEL

TYPE: WATER/POISON

PAGE 114

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 12	25-29	M	M	M	M	M	M	M	M	M
ROUTE 13	25-29	M	M	M	M	M	M	M	M	M
ROUTE 19	35-39	N	N	N	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R	R	R	R
ROUTE 20	35-39	M	M	M	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R	R	R	R
ROUTE 21	35-39	M	M	M	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R	R	R	R
ROUTE 26	30-34	M	M	M	M	M	M	M	M	M
ROUTE 27	40	R	R	R	R	R	R	R	R	R
ROUTE 27	20-24	M	M	M	M	M	M	M	M	M
ROUTE 32	20-24	M	M	M	M	M	M	M	M	M
ROUTE 34	20-24	M	M	M	M	M	M	M	M	M
ROUTE 40	20-24	M	M	M	M	M	M	M	M	M
ROUTE 41	40	R	R	R	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M	M	M	M
OLIVINE CITY	20-24	M	M	M	M	M	M	M	M	M
OLIVINE CITY (BAY)	40	R	R	R	R	R	R	R	R	R
OLIVINE CITY (BAY)	20-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B2	20-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B3	20-24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R	R	R	R
VERMILION CITY	35-39	M	M	M	M	M	M	M	M	M
VERMILION CITY (BAY)	40	R	R	R	R	R	R	R	R	R
VERMILION CITY (BAY)	35-39	M	M	M	M	M	M	M	M	M
CINNABAR ISLAND	40	R	R	R	R	R	R	R	R	R
CINNABAR ISLAND	35-39	M	M	M	M	M	M	M	M	M
CIANWOOD CITY	20-24	M	M	M	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M	M	M	M
PALLET TOWN	40	R	R	R	R	R	R	R	R	R
PALLET TOWN	35-39	M	M	M	M	M	M	M	M	M
CHERRYGROVE CITY	20-24	M	M	M	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R	R	R	R
NEW BARK TOWN	20-24	M	M	M	M	M	M	M	M	M

#175 TOGEPI

TYPE: NORMAL

PAGE 91

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#176 TOGETIC

TYPE: NORMAL/FLYING

PAGE 91

EVOLVE FROM TOGEPI (FRIENDSHIP)

#158 TOTODILE

TYPE: WATER

PAGE 84

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#157 TYPHLOSION

TYPE: FIRE

PAGE 84

EVOLVE FROM QUILAVA (LEV 36)

#248 TYRANITAR

TYPE: ROCK/DARK

PAGE 132

EVOLVE FROM PUPITAR (LEV 55)

#236 TYROGUE

TYPE: FIGHTING

PAGE 109

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
MT. MORTAR B1	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#197 UMBREON

TYPE: DARK

PAGE 118

EVOLVE FROM EEVEE (FRIENDSHIP: NIGHT)

#201 UNOWN

TYPE: PSYCHIC

PAGE 94

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
RUINS OF ALPH (INSIDE)	5	M	M	M	M	M	M	M	M	M

#217 URSARING

TYPE: NORMAL

PAGE 120

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 28	40	N	N	N	M	M	M	N	N	N
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	N	N	N	N	N	N	N	N
DARK CAVE (BLACKTHORN CITY SIDE)	25, 30	N	M	N	N	N	N	N	N	N
SILVER CAVE	44	M	M	N	M	M	M	N	N	N
SILVER CAVE 1F-2F	47	M	M	N	M	M	M	N	N	N
SILVER CAVE 2F (SMALL ROOM)	47	N	N	N	M	M	M	N	N	N
SILVER CAVE 2F	50	M	M	N	M	M	M	N	N	N
MT. SILVER	42	N	N	N	M	M	M	N	N	N
VICTORY ROAD	33	N	N	N	M	M	M	N	N	N

#134 VAPOREON

TYPE: WATER

PAGE 118

EVOLVE FROM EEVEE (WATER STONE)

#49 VENOMOTH

TYPE: BUG/POISON

PAGE 103

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 9	15	N	N	M	N	N	N	N	N	N
ROUTE 10	15	N	N	M	N	N	N	N	N	N
ROUTE 13	25	N	N	M	N	N	N	N	N	N
ROUTE 14	28	N	N	M	N	N	N	N	N	N
ROUTE 15	25	N	N	M	N	N	N	N	N	N
ROUTE 24	10	N	N	N	N	N	F	N	N	F
ROUTE 25	10	N	N	N	N	N	M	N	N	M
ROUTE 43	17	N	N	F	N	N	N	N	N	N

#48 VENONAT

TYPE: BUG/POISON

PAGE 103

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	N	N	N
ROUTE 9	15	N	N	M	N	N	N	N	N	N
ROUTE 10	15	N	N	M	N	N	N	N	N	N
ROUTE 14	26	N	N	M	N	N	N	N	N	N
ROUTE 15	23	N	N	M	N	N	N	N	N	N
ROUTE 24	8	N	N	N	F	N	M	F	N	M
ROUTE 24	10	N	N	M	N	N	N	N	N	N
ROUTE 25	8	N	N	N	M	N	M	M	N	M
ROUTE 25	10	N	N	M	N	N	N	N	N	N
ROUTE 43	16	N	N	N	F	N	M	F	N	M
ROUTE 43	15, 17	N	N	M	N	N	N	N	N	N
ILEX FOREST	5	N	N	M	N	N	N	N	N	N
NATIONAL PARK	10, 12	N	N	M	N	N	N	N	N	N
NATIONAL PARK	10-16	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#3 VENUSAUR

TYPE: GRASS/POISON

PAGE 127

AREA	LEVEL	CRYSTAL			GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#71 VICTREEBEL

TYPE: GRASS/POISON

PAGE 94

EVOLVE FROM WEEPINBELL (LEAF STONE)

#45 VILEPLUME

TYPE: GRASS/POISON — PAGE 98

EVOLVE FROM GLOOM (LEAF STONE)

#100 VOLTORB

TYPE: ELECTRIC — PAGE 105

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 10	17	M	M	M	M	M	M	M	M	M
OLIVINE CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MAHOGANY TOWN (HIDEOUT B1)	23	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP

#37 VULPIX

TYPE: FIRE — PAGE 106

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 7	18	N	N	N	N	N	N	M	N	M
ROUTE 7	15, 18	N	N	N	N	N	N	N	M	N
ROUTE 8	18	N	N	N	N	N	N	M	N	M
ROUTE 8	18	N	N	N	N	N	N	N	N	F
ROUTE 36	13, 15	N	N	N	N	N	N	N	M	N
ROUTE 36	13	N	N	N	N	N	N	M	N	M
ROUTE 37	14, 16	N	N	N	N	N	N	N	M	N
ROUTE 37	14	N	N	N	N	N	N	M	N	M

#8 WARTORTLE

TYPE: WATER — PAGE 129

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N	N	N	N

#13 WEEDLE

TYPE: BUG/POISON — PAGE 88

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N	HB	HB	HB
ROUTE 2	3	N	N	N	N	N	N	M	M	N
ROUTE 30	3, 4	N	N	N	N	N	N	M	M	N
ROUTE 30	3	F	F	N	N	N	N	N	N	N
ROUTE 31	4	F	F	N	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	N	N	N	M	N
ILEX FOREST	5, 6	N	N	N	N	N	N	M	M	N
ILEX FOREST	5	M	M	N	N	N	N	N	N	N
NATIONAL PARK	10, 12	N	N	N	N	N	N	M	N	N
NATIONAL PARK	10	F	F	N	N	N	N	N	M	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#70 WEEPINBELL

TYPE: GRASS/POISON — PAGE 94

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 24	12, 14	N	N	N	M	M	N	M	M	N
ROUTE 24	13	N	N	N	N	N	M	N	N	M
ROUTE 25	14	N	N	N	F	F	F	F	F	F
ROUTE 44	22, 24	N	N	N	M	M	M	M	M	M
ROUTE 44	24	M	M	M	N	N	N	N	N	N

#110 WEEZING

TYPE: POISON — PAGE 104

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM KOFFING (LEV 35)										
BURNED TOWER B1	16	F	F	F	N	N	N	N	N	N

#40 WIGGLYTUFF

TYPE: NORMAL — PAGE 91

EVOLVE FROM JIGGLYPUFF (MOON STONE)

#202 WOBBUFFET

TYPE: PSYCHIC — PAGE 102

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
DARK CAVE (BLACKTHORN CITY SIDE)	20, 25	M	M	M	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	N	N	N	N	N	N

#194 WOOPER

TYPE: WATER/GROUND — PAGE 93

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 32	6, 8	N	N	N	N	N	M	N	N	M
ROUTE 32	4	N	N	M	N	N	N	N	N	N
RUINS OF ALPH	15-19	M	M	M	M	M	M	M	M	M
UNION CAVE 1F	15-19	M	M	M	M	M	M	M	M	M
UNION CAVE B1	15-19	M	M	M	M	M	M	M	M	M

#178 XATU

TYPE: PSYCHIC/FLYING — PAGE 113

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
EVOLVE FROM NATU (LEV 25)										
PEWTER CITY	-	TRADE	TRADE	TRADE	N	N	N	N	N	N

#193 YANMA

TYPE: BUG/FLYING — PAGE 101

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 35	12, 14	M	M	M	M	M	M	M	M	M
ROUTE 35	12	F	F	F	F	F	F	F	F	F

#145 ZAPDOS

TYPE: ELECTRIC/FLYING — PAGE 129

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N	N	N	N

#41 ZUBAT

TYPE: POISON/FLYING — PAGE 89

AREA	LEVEL	CRYSTAL MORNING	CRYSTAL DAY	CRYSTAL NIGHT	GOLD MORNING	GOLD DAY	GOLD NIGHT	SILVER MORNING	SILVER DAY	SILVER NIGHT
ROUTE 3	5	N	N	N	N	N	M	N	N	M
ROUTE 3	6	N	N	M	N	N	N	N	N	N
ROUTE 4	5	N	N	N	N	N	M	N	N	M
ROUTE 4	6	N	N	M	N	N	N	N	N	N
ROUTE 9	15	N	N	F	N	N	N	N	N	N
ROUTE 10	15	N	N	F	N	N	N	N	N	N
ROUTE 30	3	N	N	F	N	N	N	N	N	N
ROUTE 31	4	N	N	F	N	N	N	N	N	N
ROUTE 32	8	N	N	N	N	N	F	N	N	F
ROUTE 32	4	N	N	N	F	N	N	F	N	N
ROUTE 32	6	N	N	M	N	N	N	N	N	N
ROUTE 33	4	N	N	N	F	N	N	F	N	N
ROUTE 33	6, 8	N	N	N	N	N	M	N	N	M
ROUTE 33	6	N	N	M	N	N	N	N	N	N
ROUTE 42	14, 16	N	N	M	N	N	M	N	N	M
ROUTE 42	14	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B1	8	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B1	12	M	M	N	N	N	N	N	N	N
ROCK TUNNEL B1	12, 15	N	N	M	N	N	N	N	N	N
ROCK TUNNEL B2	10	N	N	N	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	N	N	N	N	N	N	N
ROCK TUNNEL B2	12, 15	N	N	M	N	N	N	N	N	N
WHIRL ISLANDS 1F	23	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B1	24	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B1	23	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B2	24	N	N	N	M	M	M	M	M	M
WHIRL ISLANDS B2	23, 25	M	M	M	N	N	N	N	N	N
WHIRL ISLANDS B3	23	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B4	25	M	M	M	M	M	M	M	M	M
WHIRL ISLANDS B4	26	M	M	M	N	N	N	N	N	N
ILEX FOREST	5	N	N	N	F	F	N	F	F	N
ILEX FOREST	5, 6	N	N	N	N	N	M	N	N	M
MT. MOON	6	M	M	M	M	M	M	N	N	N
MT. MOON	6, 8	N	N	N	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M	M	M	M
ICE PATH 1F	22	M	M	M	M	M	M	F	N	F
ICE PATH B1	22	N	N	N	M	M	M	F	N	F
ICE PATH B1	23	M	M	M	N	N	N	N	N	N
ICE PATH B2	23	N	N	N	M	M	M	F	N	F
ICE PATH B2	24	M	M	M	N	N	N	N	N	N
ICE PATH B3	24	N	N	N	M	M	M	F	N	F
ICE PATH B3	25	M	M	M	N	N	N	N	N	N
MT. MORTAR 1F (INSIDE)	14	N	N	M	F	F	F	F	F	F
MT. MORTAR 1F (INSIDE)	15	F	F	N	N	N	N	N	N	N
MT. MORTAR 1F-2F	13, 15	N	N	N	M	M	M	M	M	M
MT. MORTAR 1F-2F	13	M	M	M	N	N	N	N	N	N
MT. MORTAR B1	15, 17	M	M	M	M	M	M	M	M	M
UNION CAVE 1F	5, 7	M	M	N	M	M	M	M	M	M
UNION CAVE 1F	7	N	N	F	N	N	N	N	N	N
UNION CAVE B1	7, 9	N	N	N	M	M	M	M	M	M
UNION CAVE B1	6, 8	M	M	N	N	N	N	N	N	N
UNION CAVE B1	6	N	N	M	N	N	N	N	N	N
UNION CAVE B2	22	M	M	M	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M	M	M	M
BURNED TOWER 1F	14	M	M	M	M	M	M	M	M	M
BURNED TOWER B1	15	M	M	M	F	F	F	F	F	F
SLOWPOKE WELL B1	5-8	M	M	M	M	M	M	M	M	M
SLOWPOKE WELL B2	19, 21, 23	M	M	M	M	M	M	M	M	M

Item List

Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads /Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energypowder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Parlyz Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Ragecandybar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon but is very bitter	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchsia City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Route 39/Pewter City/Mystery
Miracleberry	Heals all conditions	Mystery
Mysteryberry	Restores PP	Routes 35, 45/Trade
Przcureberry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Psncureberry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

Key

GIFT: In-game gift
MYSTERY: Mystery Gift
WILD: Pokémon caught in **Gold, Silver or Crystal**
TRADE: Pokémon traded from **Red, Blue or Yellow**

Crystal Item

Item List

Key Items

Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Blue Card	Stores points earned from Buena	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Clear Bell	Allows Trainers to meet Suicune	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Itemfinder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémon	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Exp. Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secretpotion	Heals Amphy in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

Helpful Items

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémon	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémon data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

Apricorns

Items	Description	Location
Blk Apricorn	Raw material for Heavy Ball	Route 37
Blu Apricorn	Raw material for Lure Ball	Route 37
Grn Apricorn	Raw material for Friend Ball	Route 42
Pnk Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
Wht Apricorn	Raw material for Fast Ball	Azalea Town
Ylw Apricorn	Raw material for Moon Ball	Route 42

Item List

Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Blackglasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémon	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémon	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémon	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémon	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after a battle	Wild	
Lucky Punch	Increases chance of a Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémon	Mom/ Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermeltice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémon's level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	

Item List

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak's phys. attack	Wild	
Thunderstone	Evolves Pokémon	Gift/Mystery	
Twistedspoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Special	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a Pokémon Mart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brick Piece	Can be sold at a Pokémon Mart	Trade	
Gold Leaf	Can be sold at a Pokémon Mart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a Pokémon Mart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Stardust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoketail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt Wht Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Grn Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	Pokémon Mart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Blk Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pnk Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blu Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Ylw Apricorn)	
Poké Ball	Catches Pokémon	Pokémon Mart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Roads/Caves	1,200

Item List

Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Mirage Mail	Paper w/Mew's silhouette	Mystery	
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokémon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokémon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimer Doll	Mom's Shopping	Surf Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumboplant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnaplant	Mystery Gift	Yellow Carpet	Mystery Gift

Technical Machine List

TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City	
02	Headbutt	Ilex Forest/Goldenrod City	2,000
03	Curse	Celadon City	
04	Rollout	Route 35	
05	Roar	Route 32	
06	Toxic	Fuchsia City	
07	Zap Cannon	Power Plant	
08	Rock Smash	Route 36/Goldenrod City	1,000
09	Psych Up	Trade	
10	Hidden Power	Lake of Rage/Celadon City	3,000
11	Sunny Day	Goldenrod City/Celadon City	2,000
12	Sweet Scent	Route 34	
13	Snore	Dark Cave/MooMoo Farm	
14	Blizzard	Goldenrod City	COIN 5,500
15	Hyper Beam	Celadon City	COIN 7,500
16	Icy Wind	Mahogany Town	
17	Protect	Celadon City	3,000
18	Rain Dance	Slowpoke Well/Celadon City	2,000
19	Giga Drain	Celadon City	
20	Endure	Burned Tower	
21	Frustration	Goldenrod City	
22	Solarbeam	Route 27	
23	Iron Tail	Olivine City	
24	Dragonbreath	Dragon's Den	
25	Thunder	Goldenrod City	COIN 5,500
26	Earthquake	Victory Road	
27	Return	Goldenrod City	
28	Dig	National Park	
29	Psychic	Saffron City/Celadon City	COIN 3,500
30	Shadow Ball	Ecruteak City	
31	Mud-Slap	Violet City	
32	Double Team	Celadon City	COIN 1,500
33	Ice Punch	Goldenrod City/Trade	3,000
34	Swagger	Lighthouse	
35	Sleep Talk	Goldenrod City	
36	Sludge Bomb	Route 43	
37	Sandstorm	Route 27/Celadon City	2,000
38	Fire Blast	Goldenrod City	COIN 5,500
39	Swift	Union Cave	
40	Defense Curl	Mt. Mortar	
41	Thunderpunch	Goldenrod City	3,000
42	Dream Eater	Viridian City	
43	Detect	Lake of Rage/Trade	
44	Rest	Ice Path	
45	Attract	Goldenrod City	
46	Thief	Mahogany Town	
47	Steel Wing	Rock Tunnel/Route 28	
48	Fire Punch	Goldenrod City	3,000
49	Fury Cutter	Azalea Town	
50	Nightmare	Route 31	

Hidden Machine List

HM	Ability	Place
01	Cut	Ilex Forest
02	Fly	Cianwood City
03	Surf	Ecruteak City
04	Strength	Olivine City
05	Flash	Sprout Tower
06	Whirlpool	Rocket Hideout
07	Waterfall	Ice Path

Abilities & Attacks

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering opponent's defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancientpower	RCK	60	100	5	10% chance all abilites will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	10% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Changes your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good chance for a Critical Hit	
Cross Chop	FTG	100	80	5	Good chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

Key

Special Attack
Physical Attack

BA = Base Attack Power AC = Accuracy PP = Power Points

Abilities & Attacks

Ability	Type	BA	AC	PP	Effect	TM/HM
Doubleslap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steals HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extremespeed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1 HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off /shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing an opponent	

Abilities & Attacks

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnitude	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moonlight	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 80	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17

Abilities & Attacks

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 1.5	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents status problems for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	

Abilities & Attacks

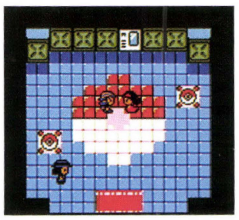
Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHO	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	30% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07

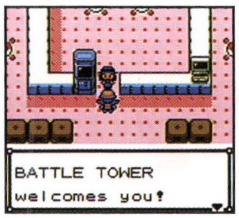
Battle Tower

Pokémon Trainers up for the challenge can build teams to take on the talented Trainers in the Battle Tower. The battles are not easy, especially at the lower levels, where one hit can take down a Pokémon. You have to use the same team of three for all seven battles in each level of the tower. You can use different teams at different levels.

PREPARE FOR BATTLE

The opponents in the Battle Tower have very fast, strong Pokémon—they're harder to beat than the creatures you meet in Crystal's normal battles. When training your team, select the strongest Pokémon you can, then use at least five of the helpful items like Carbos and Protein on each team member. It's expensive, but it will help you win.



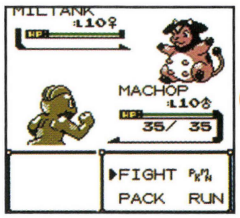


RECEPTION

Talk to the person in the reception area to learn more about the tower and to start a new challenge.

SELECT LEVEL

Select the level that you want to play. You can have only three Pokémon for each battle.



BATTLE x 7

You'll battle seven Trainers in each room. Your Pokémon will be fully healed after each battle.

GET ITEMS

If you win, you'll pick up 10 items such as HP Up or Protein that will help you in the next round!

HP UP x5
PROTEIN x5
CARBOS x5
CALCIUM x5
IRON x5

Winning is easier with the help of items like Iron and HP Up, especially at the lower levels of competition.

THE RULES OF BATTLE TOWER

1. Three Pokémon may enter battles.
2. All three must be different.
3. The items they hold must also be different. Held items are the only items allowed. You can't use items on your Pokémon during battle.
4. Certain Pokémon may also have level restrictions placed on them.

CHALLENGE EVERY LEVEL!

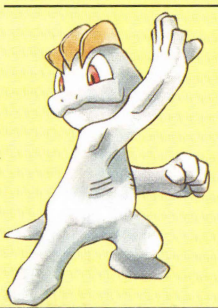
You can challenge any level at any time, and you might want to start with the middle levels first—the lowest and highest levels are inherently harder because of the weakness or strength that Pokémon have at those levels. Challenge every level if you dare!

HOW TO READ THE TEAMS

RECOMMENDED POKéMON, ABILITIES AND ITEMS

MACHOP — FTG

CROSS CHOP	FTG	1
EARTHQUAKE	GRD	2
GOLD BERRY		



We've recommended Pokémon teams, the moves they should know and the items they should hold for levels 10-40. Each move on our recommended team has a number. Those numbers appear next to the Pokémon on the opposing teams that you should use that particular move on.

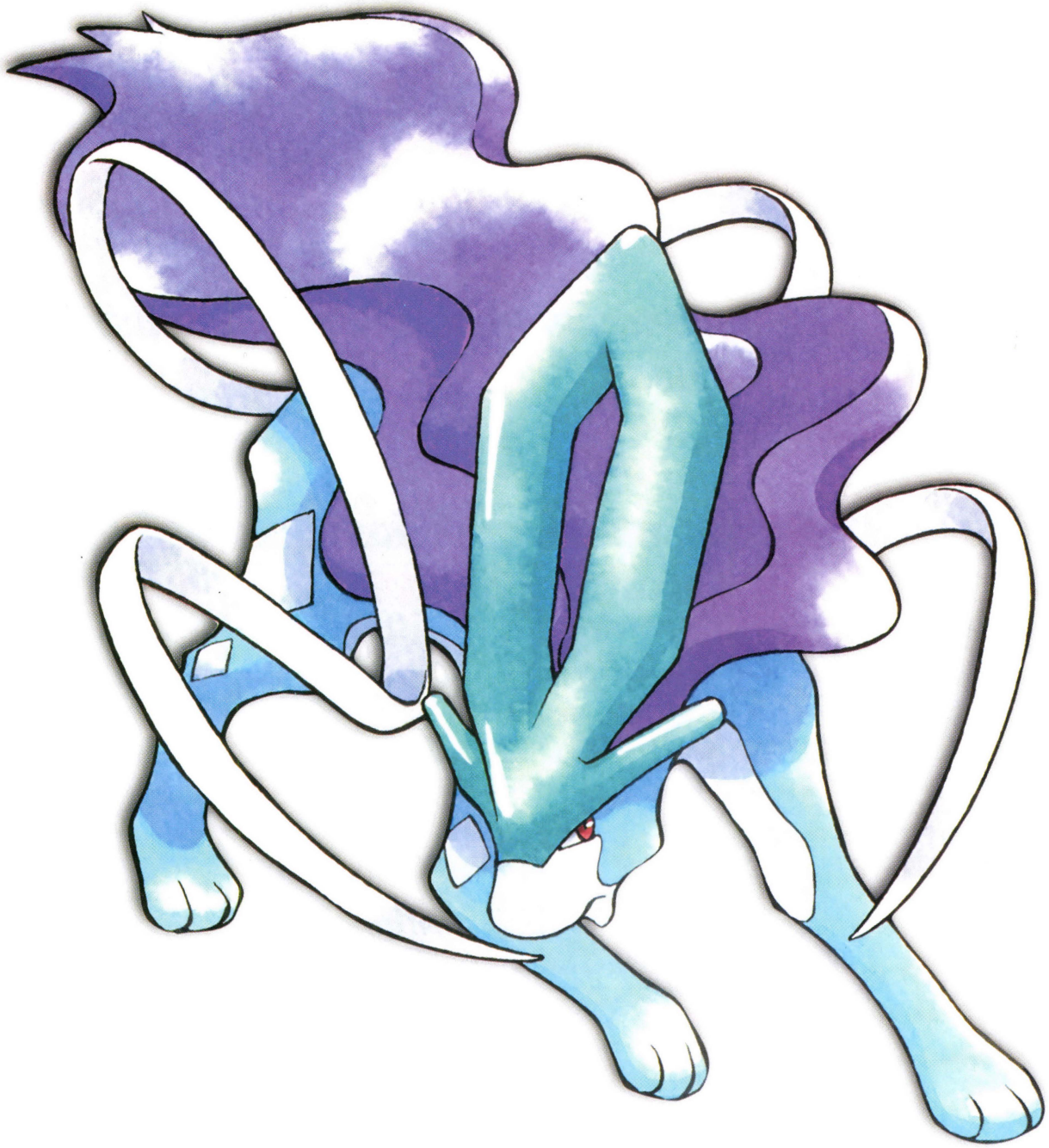
SNORLAX — NRM

HEADBUTT	NRM	1
PROTECT	NRM	
SNORE	NRM	
SURF	WTR	

MIRACLEBERRY — HP 57

OPPOSING POKéMON/ABILITIES ITEM/HP

Battle Tower



The Battle Tower is found only in Pokémon Crystal. It tests a Trainer's ability to catch, raise and battle Pokémon of many different levels. There are 10 levels in the tower, and each holds seven Trainers with teams of three Pokémon. You'll win great prizes at each level of competition.

LEVEL 10 ROOM

For each room, we have listed all of the Pokémon you can potentially meet. Each Trainer's team will be made up of three Pokémon randomly selected from this pool of creatures. You'll need to take advantage of breeding moves onto the Pokémon we've recommended so they can have them at Level 10. Check out the Library in Pokémon Stadium 2 or Volume 147 of Nintendo Power for more information on breeding moves onto Pokémon.

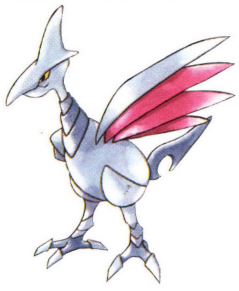
RECOMMENDED POKéMON, ABILITIES AND ITEMS

MACHOP — FTG

CROSS CHOP	FTG	1
EARTHQUAKE	GRD	2
GOLD BERRY		

SKARMORY — STL / FLY

STEEL WING	STL	3
DRILL PECK	FLY	4
SANDSTORM	RCK	5
TOXIC	PSN	6
MIRACLEBERRY		



HOUNDOUR — DRK / FIR

CRUNCH	DRK	7
LEFTOVERS		

UNOWN — PSY

HIDDEN POWER	NRM

7

BERRY — HP 36

TAUROS — NRM — 1

HEADBUTT	NRM
SWAGGER	NRM
TAIL WHIP	NRM
ICY WIND	ICE

KING'S ROCK — HP 40

MR. MIME — PSY — 7

TOXIC	PSN
PSYCH UP	NRM
FIRE PUNCH	FIR
HEADBUTT	NRM

QUICK CLAW — HP 34

SNORLAX — NRM

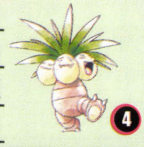
HEADBUTT	NRM
PROTECT	NRM
SNORE	NRM
SURF	WTR

1

MIRACLEBERRY — HP 57

EXEGGUTOR — GRS / PSY

TOXIC	PSN
GIGA DRAIN	GRS
THIEF	DRK
CONFUSION	PSY



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KING'S ROCK — HP 45

HERACROSS — BUG / FTG

REVERSAL	FTG
ENDURE	NRM
COUNTER	FTG
ROCK SMASH	FTG

4

GOLD BERRY — HP 43

HOUNDOUR — DRK / FIR

FAINT ATTACK	DRK
SOLARBEAM	GRS
ROAR	NRM
SUNNY DAY	FIR

2

GOLD BERRY — HP 36

GIRAFARIG — NRM / PSY

PSYBEAM	PSY
MUD-SLAP	GRD
SHADOW BALL	GHO
AGILITY	PSY

7

KING'S ROCK — HP 39

BLISSEY — NRM — 1

HEADBUTT	NRM
SOLARBEAM	GRS
ROLLOUT	RCK
STRENGTH	NRM

QUICK CLAW — HP 77

SNEASEL — DRK / ICE

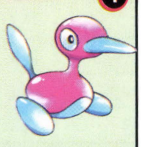
SLASH	NRM
FAINT ATTACK	DRK
SURF	WTR
BLIZZARD	ICE

1

GOLD BERRY — HP 38

PORYGON2 — NRM — 1

PSYCHIC	PSY
BLIZZARD	ICE
HYPER BEAM	NRM
TRI ATTACK	NRM



BRIGHT POWDER — HP 44

MISDREAVUS — GHO

PERISH SONG	NRM
MEAN LOOK	NRM
PAIN SPLIT	NRM
SHADOW BALL	GHO

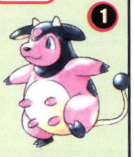
7

FOCUS BAND — HP 37

MILTANK — NRM

BLIZZARD	ICE
EARTHQUAKE	GRD
HYPER BEAM	NRM
TOXIC	PSN

1



GOLD BERRY — HP 46

AERODACTYL — RCK / FLY

HYPER BEAM	NRM
SUPERSONIC	NRM
EARTHQUAKE	GRD
BITE	DRK

3

LEFTOVERS — HP 43

LAPRAS — WTR / ICE

BLIZZARD	ICE
SURF	WTR
THUNDERBOLT	ELC
PSYCHIC	PSY

3

MIRACLEBERRY — HP 52

WOBBUFFET — PSY — 5 6

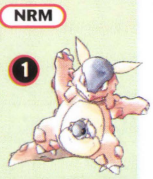
COUNTER	FTG
MIRROR COAT	PSY
SAFEGUARD	NRM
DESTINY BOND	GHO

FOCUS BAND — HP 66

KANGASKHAN — NRM

REVERSAL	FTG
HYPER BEAM	NRM
EARTHQUAKE	GRD
ATTRACT	NRM

1



MIRACLEBERRY — HP 47

CORSOLA — WTR / RCK

SURF	WTR
PSYCHIC	PSY
RECOVER	NRM
ANCIENTPOWER	RCK

3

SCOPE LENS — HP 38

JOLTEON — ELC

THUNDERBOLT	ELC
HYPER BEAM	NRM
SHADOW BALL	GHO
ROAR	NRM

2

MIRACLEBERRY — HP 41

ESPEON — PSY

MUD-SLAP	GRD
PSYCHIC	PSY
PSYCH UP	NRM
TOXIC	PSN

7

LEFTOVERS — HP 39

UMBREON — DRK

SHADOW BALL	GHO
IRON TAIL	STL
PSYCH UP	NRM
TOXIC	PSN

1

GOLD BERRY — HP 46

LEVEL 20 ROOM

At Level 20, one-hit knockouts are not as common as at Level 10, but you still need good Defense and Special Defense and plenty of Speed to do well. You'll need to raise the Machop from an Egg if you want it to have Cross Chop, but Alakazam and Nidoking can learn their moves from TMs and the Move Tutor.

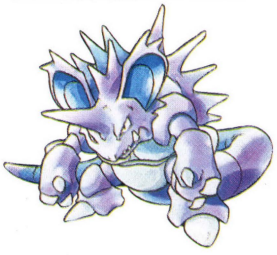
RECOMMENDED POKéMON, ABILITIES AND ITEMS

MACHOP — FTG

CROSS CHOP FTG 1
QUICK CLAW

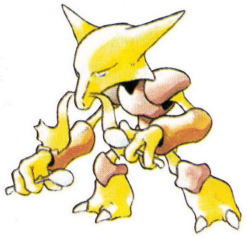
NIDOKING — PSN / GRD

EARTHQUAKE GRD 2
FLAMETHROWER FIR 3
LEFTOVERS



ALAKAZAM — PSY

SHADOW BALL GHO 4
ICE PUNCH ICE 5
THUNDERPUNCH ELC 6
PSYCHIC PSY 7
TWISTEDSPOON



WIGGLYTUFF — NRM — 1

DISABLE	NRM
PROTECT	NRM
THUNDERPUNCH	ELC
HEADBUTT	NRM

PINK BOW — HP 97

NIDOKING — PSN / GRD — 7

TOXIC	PSN
DOUBLE KICK	FTG
ROCK SMASH	FTG
THUNDERPUNCH	ELC

BERRY — HP 74

QUAGSIRE — WTR / GRD — 7

TAIL WHIP	NRM
HEADBUTT	NRM
WATER GUN	WTR
RAIN DANCE	WTR

QUICK CLAW — HP 81

AZUMARILL — WTR — 6

ROLLOUT	RCK
WATER GUN	WTR
ATTRACT	NRM
RAIN DANCE	WTR

MYSTIC WATER — HP 82

MILTANK — NRM — 1

STOMP	NRM
DEFENSE CURL	NRM
ATTRACT	NRM
ICY WIND	ICE

KING'S ROCK — HP 83

WIGGLYTUFF — NRM — 1

HEADBUTT	NRM
CHARM	NRM
FIRE PUNCH	FIR
ATTRACT	NRM

GOLD BERRY — HP 98

SCIZOR — BUG / STL — 3

QUICK ATTACK	NRM
PURSUIT	DRK
TOXIC	PSN
SANDSTORM	RCK

FOCUS BAND — HP 73

HITMONCHAN — FTG — 7

THUNDERPUNCH	ELC
ICE PUNCH	ICE
FIRE PUNCH	FIR
MEGA PUNCH	NRM

GOLD BERRY — HP 67

TAUROS — NRM — 1

HORN ATTACK	NRM
EARTHQUAKE	GRD
RAGE	NRM
STRENGTH	NRM

BRIGHT POWDER — HP 76

BLISSEY — NRM — 1

PSYCHIC	PSY
SUBMISSION	FTG
SOFTBOILED	NRM
COUNTER	FTG

BRIGHT POWDER — HP 148

LAPRAS — WTR / ICE — 6

PSYCHIC	PSY
THUNDERBOLT	ELC
BLIZZARD	ICE
CONFUSE RAY	GHO

GOLD BERRY — HP 98

PIKACHU — ELC — 2

THUNDERBOLT	ELC
THUNDER WAVE	ELC
STRENGTH	NRM
TOXIC	PSN

LIGHT BALL — HP 58

HERACROSS — BUG / FTG — 7

ENDURE	NRM
REVERSAL	FTG
MEGAHORN	BUG
EARTHQUAKE	GRD

FOCUS BAND — HP 78

EXEGGUTOR — GRS / PSY — 5

HYPER BEAM	NRM
PSYCHIC	PSY
TOXIC	PSN
DREAM EATER	PSY

LEFTOVERS — HP 83

AERODACTYL — RCK / FLY — 5

REST	PSY
HYPER BEAM	NRM
EARTHQUAKE	GRD
DRAGON RAGE	DRG

GOLD BERRY — HP 78

STEELIX — STL / GRD — 3

ROAR	NRM
IRON TAIL	STL
SWAGGER	NRM
EARTHQUAKE	GRD

GOLD BERRY — HP 77

ALAKAZAM — PSY — 4

PSYCHIC	PSY
PSYCH UP	NRM
TOXIC	PSN
THUNDERPUNCH	ELC

BERRY JUICE — HP 68

ARCANINE — FIR — 2

FLAMETHROWER	FIR
ROAR	NRM
HYPER BEAM	NRM
IRON TAIL	STL

BRIGHT POWDER — HP 81

UMBREON — DRK — 1

PROTECT	NRM
TOXIC	PSN
MUD-SLAP	GRD
ATTRACT	NRM

LEFTOVERS — HP 81

STARMIE — WTR / PSY — 6

RECOVER	NRM
PSYCHIC	PSY
SURF	WTR
PSYCH UP	NRM

GOLD BERRY — HP 71

GYARADOS — WTR / FLY — 6

HYPER BEAM	NRM
DRAGON RAGE	DRG
THUNDERBOLT	ELC
FIRE BLAST	FIR

MIRACLEBERRY — HP 83

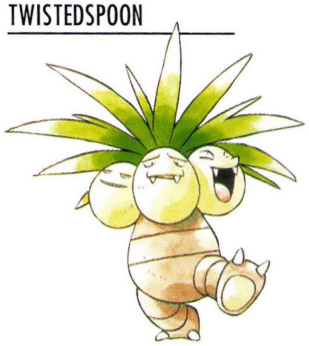
LEVEL 30 ROOM

You'll rely on Exeggutor's Psychic for many of the battles in the Level 30 room. While you won't use Sleep Powder much, if you do, remember that you'll have to keep the move on Exeggcute, as Exeggutor doesn't learn the move. Machop's Cross Chop works well in the Battle Tower's lower-level rooms, and the ability should be even more effective when Machamp uses it.

RECOMMENDED POKéMON, ABILITIES AND ITEMS

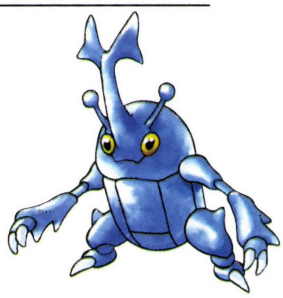
EXEGGUTOR — GRS / PSY

GIGA DRAIN	GRS	1
PSYCHIC	PSY	2
SLEEP POWDER	GRS	3
TWISTEDSPOON		



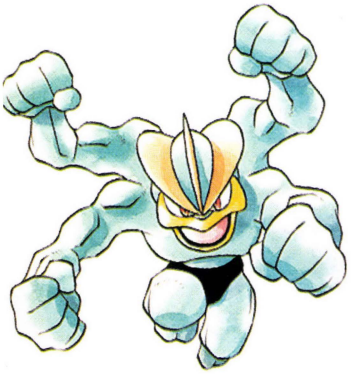
HERACROSS — BUG / FTG

MEGAHORN	BUG	4
EARTHQUAKE	GRD	5
QUICK CLAW		



MACHAMP — FTG

CROSS CHOP	FTG	6
ICE BEAM	ICE	7
KING'S ROCK		



URSARING — NRM — 6

HEADBUTT	NRM
PROTECT	NRM
ROAR	NRM
LEER	NRM

GOLD BERRY — HP 114

FEAROW — NRM / FLY — 7

MIRROR MOVE	FLY
PURSUIT	DRK
PECK	FLY
SWIFT	NRM

BRIGHT POWDER — HP 96

PRIMEAPE — FTG — 2

LOW KICK	FTG
KARATE CHOP	FTG
REVERSAL	FTG
FOCUS ENERGY	NRM

MIRACLEBERRY — HP 99

ESPEON — PSY — 4

CONFUSION	PSY
SWIFT	NRM
TOXIC	PSN
PSYCH UP	NRM

MIRACLEBERRY — HP 99

TENTACRUEL — WTR / PSN — 2

WRAP	NRM
TOXIC	PSN
SLUDGE BOMB	PSN
BUBBLEBEAM	WTR

KING'S ROCK — HP 110

GENGAR — GHO / PSN — 2

THIEF	DRK
LICK	GHO
NIGHT SHADE	GHO
GIGA DRAIN	GRS

GOLD BERRY — HP 101

ELECTRODE — ELC — 5

LIGHT SCREEN	PSY
THUNDERBOLT	ELC
PROTECT	NRM
THUNDER	ELC

BRIGHT POWDER — HP 98

LAPRAS — WTR / ICE — 1

RAIN DANCE	WTR
WATER GUN	WTR
ICY WIND	ICE
STRENGTH	NRM

LEFTOVERS — HP 142

LANTURN — WTR / ELC — 1

RAIN DANCE	WTR
THUNDER	ELC
SURF	WTR
FLAIL	NRM

GOLD BERRY — HP 139

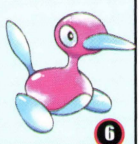
CROBAT — PSN / FLY — 2

ATTRACT	NRM
CONFUSE RAY	GHO
TOXIC	PSN
WING ATTACK	FLY

GOLD BERRY — HP 111

PORYGON2 — NRM — 6

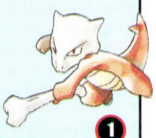
PSYCHIC	PSY
RECOVER	NRM
HYPER BEAM	NRM
TRI ATTACK	NRM



BRIGHT POWDER — HP 117

MAROWAK — GRD — 1

EARTHQUAKE	GRD
RETURN	NRM
HYPER BEAM	NRM
BONEMERANG	GRD



THICK CLUB — HP 99

BLISSEY — NRM — 6

TOXIC	PSN
REFLECT	PSY
SOFTBOILED	NRM
PROTECT	NRM

LEFTOVERS — HP 217

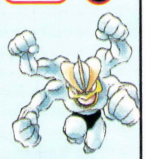
HOUNDOOM — DRK / FIR — 6

FLAMETHROWER	FIR
CRUNCH	DRK
SHADOW BALL	GHO
DREAM EATER	PSY

CHARCOAL — HP 108

MACHAMP — FTG — 2

CROSS CHOP	FTG
ICE PUNCH	ICE
EARTHQUAKE	GRD
FIRE BLAST	FIR



MIRACLEBERRY — HP 118

JYNX — ICE / PSY — 4

BLIZZARD	ICE
LOVELY KISS	NRM
DREAM EATER	PSY
ATTRACT	NRM

GOLD BERRY — HP 102

DUGTRIO — GRD — 1

EARTHQUAKE	GRD
SLUDGE BOMB	PSN
SLASH	NRM
MUD-SLAP	GRD

KING'S ROCK — HP 81

BELLOSSOM — GRS — 4

GIGA DRAIN	GRS
SUNNY DAY	FIR
SOLARBEAM	GRS
DOUBLE TEAM	NRM

BRIGHT POWDER — HP 109

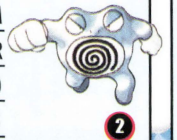
JOLTEON — ELC — 5

THUNDERBOLT	ELC
THUNDER WAVE	ELC
ROAR	NRM
MUD-SLAP	GRD

MIRACLEBERRY — HP 103

POLIWRATH — WTR / FTG — 2

DOUBLE TEAM	NRM
SURF	WTR
FISSURE	GRD
SUBMISSION	FTG



BRIGHT POWDER — HP 119

STARMIE — WTR / PSY — 1

THUNDER WAVE	ELC
PSYCHIC	PSY
RECOVER	NRM
SURF	WTR

LEFTOVERS — HP 101

LEVEL 40 ROOM

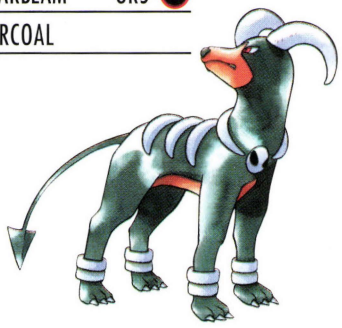
Breed your Houndoom to know Crunch, then use TMs and the Move Tutor to give it its other moves. The Move Tutor can also help Dragonair with Thunderbolt, and TMs can teach it Toxic and Dragonbreath. As in all the rooms, it's important that you train your Pokémon carefully and give them as many items like Protein and Carbos as you can afford.

RECOMMENDED POKéMON, ABILITIES AND ITEMS

HOUNDOOM — DRK / FIR

FLAMETHROWER	FIR	1
CRUNCH	DRK	2
SUNNY DAY	FIR	3
SOLARBEAM	GRS	4

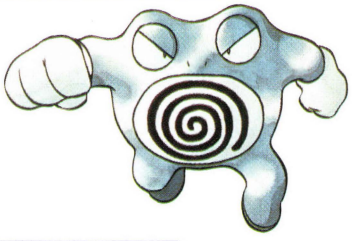
CHARCOAL



POLIWRATH — WTR / FTG

SURF	WTR	5
SUBMISSION	FTG	6
EARTHQUAKE	GRD	7
HYPNOSIS	PSY	8

MYSTIC WATER



DRAGONAIR — DRG

THUNDERBOLT	ELC	9
DRAGONBREATH	DRG	10
TOXIC	PSN	11

MIRACLEBERBY

HYPNO — PSY — 2

CONFUSION	PSY
THUNDERPUNCH	ELC
HEADBUTT	NRM
DISABLE	NRM

BRIGHT POWDER — HP 146

MUK — PSN

SCREECH	NRM
TOXIC	PSN
SLUDGE	PSN
HARDEN	NRM

7

QUICK CLAW — HP 161

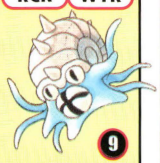
ELECTABUZZ — ELC — 10

LIGHT SCREEN	PSY
THUNDERPUNCH	ELC
SWIFT	NRM
SNORE	NRM

KING'S ROCK — HP 124

OMASTAR — RCK / WTR

CURSE	???
WATER GUN	WTR
ANCIENTPOWER	RCK
ROCK SMASH	FTG



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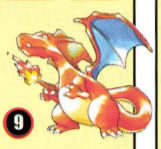
GOLD BERRY — HP 133

CHARIZARD — FIR / FLY

FIRE SPIN	FIR
DRAGON RAGE	DRG
FLY	FLY
SLASH	NRM



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KING'S ROCK — HP 142

EXEGGUTOR — GRS / PSY

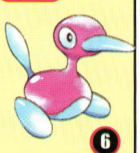
EGG BOMB	NRM
STOMP	NRM
PSYCH UP	NRM
CONFUSION	PSY

1

BRIGHT POWDER — HP 158

PORYGON2 — NRM

CONVERSION2	NRM
CONVERSION	NRM
PSYBEAM	PSY
THIEF	DRK



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NONE — HP 147

ARCANINE — FIR

FLAME WHEEL	FIR
LEER	NRM
BODY SLAM	NRM
ROAR	NRM

5

CHARCOAL — HP 152

FORRETRESS — BUG / STL

RAPID SPIN	NRM
PROTECT	NRM
TOXIC	PSN
SANDSTORM	RCK

1

LEFTOVERS — HP 140

SCIZOR — BUG / STL

SLASH	NRM
STEEL WING	STL
PURSUIT	DRK
HYPER BEAM	NRM

1

SCOPE LENS — HP 139

DUGTRIO — GRD

EARTHQUAKE	GRD
HYPER BEAM	NRM
SLUDGE BOMB	PSN
MUD-SLAP	GRD

5

KING'S ROCK — HP 108

SLOWBRO — WTR / PSY

SURF	WTR
PSYCHIC	PSY
EARTHQUAKE	GRD
BLIZZARD	ICE

9

MIRACLEBERRY — HP 157

STARMIE — WTR / PSY

BLIZZARD	ICE
THUNDERBOLT	ELC
SURF	WTR
PSYCHIC	PSY

9

LEFTOVERS — HP 131

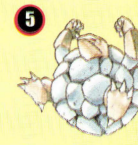
WOBBUFFET — PSY — 11

COUNTER	FTG
MIRROR COAT	PSY
SAFEGUARD	NRM
DESTINY BOND	GHO

GOLD BERRY — HP 233

GOLEM — RCK / GRD

EXPLOSION	NRM
EARTHQUAKE	GRD
MEGA PUNCH	NRM
ROCK SLIDE	RCK



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FOCUS BAND — HP 145

LAPRAS — WTR / ICE

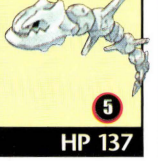
THUNDERBOLT	ELC
ICE BEAM	ICE
CONFUSE RAY	GHO
SURF	WTR

6

LEFTOVERS — HP 186

STEELIX — STL / GRD

SANDSTORM	RCK
IRON TAIL	STL
EARTHQUAKE	GRD
TOXIC	PSN



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GOLD BERRY — HP 137

ALAKAZAM — PSY — 2

PSYCHIC	PSY
THUNDERPUNCH	ELC
RECOVER	NRM
FIRE PUNCH	FIR

KING'S ROCK — HP 126

TAUROS — NRM — 6

RETURN	NRM
HYPER BEAM	NRM
EARTHQUAKE	GRD
IRON TAIL	STL

GOLD BERRY — HP 143

KINGDRA — WTR / DRG

SURF	WTR
DRAGON BREATH	DRG
HYPER BEAM	NRM
BLIZZARD	ICE

10

LEFTOVERS — HP 142

SNORLAX — NRM

ATTRACT	NRM
BODY SLAM	NRM
PSYCH UP	NRM
EARTHQUAKE	GRD

6

QUICK CLAW — HP 205

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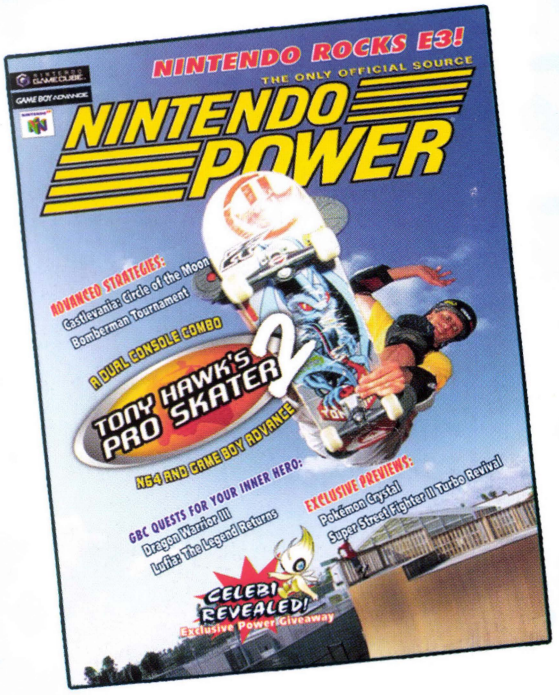

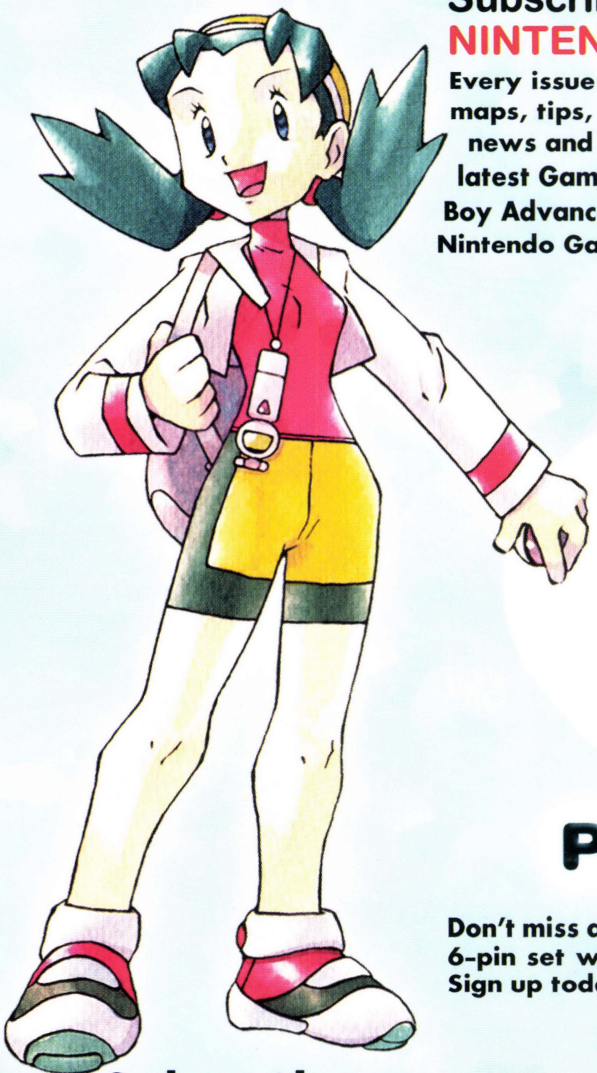

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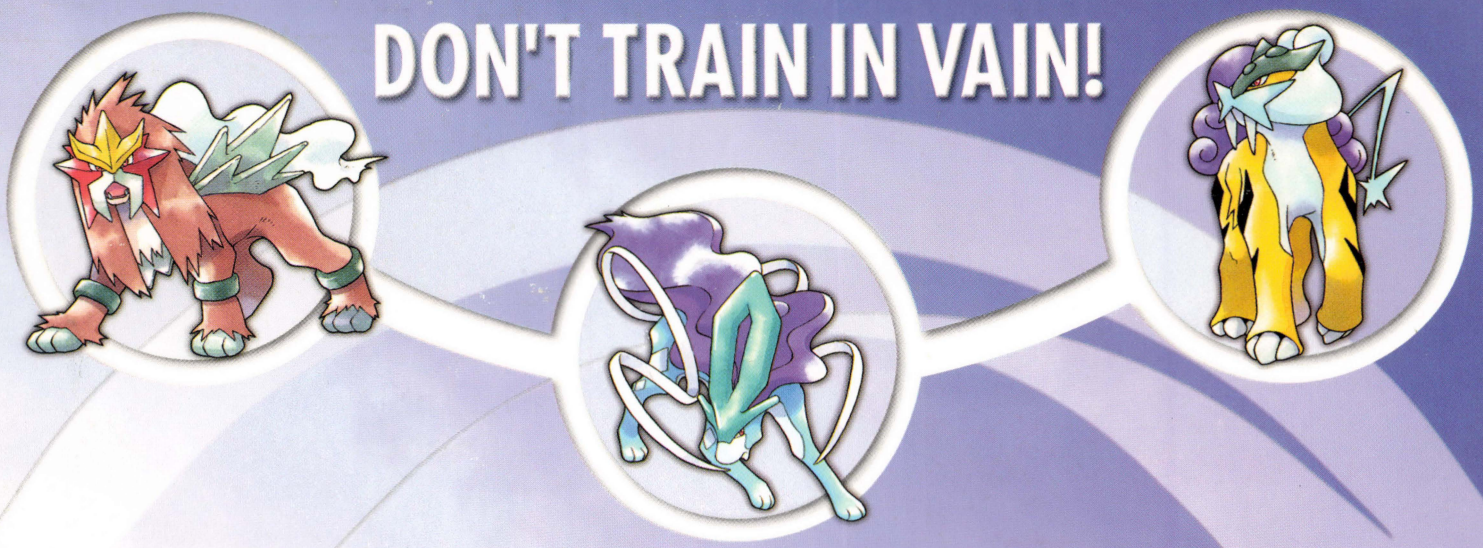

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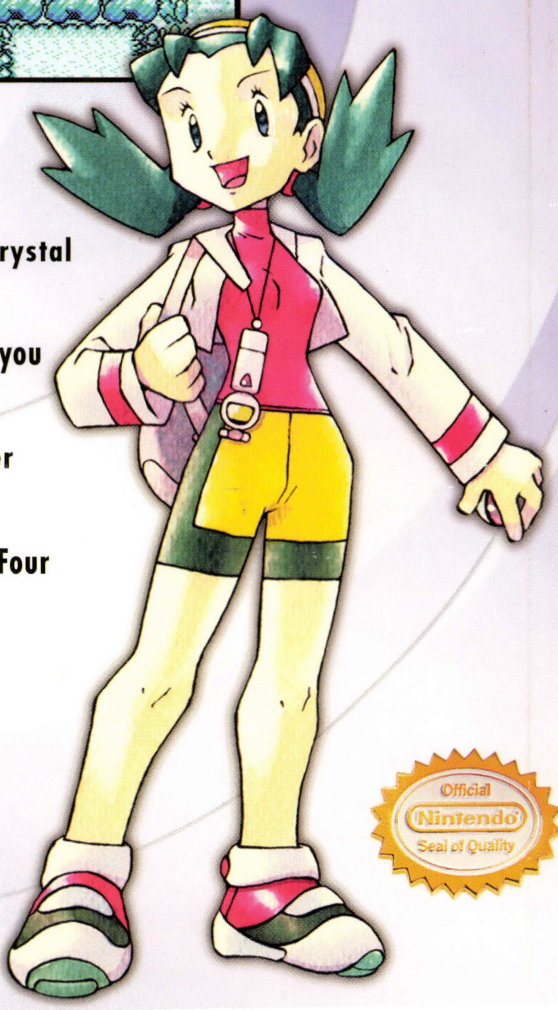

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